MEGA

100% PURE SEGA MEGA DRIVE... November 1992 Issue 2 £1.95

Sonic 2 FULL REVIEW!
We go the whole hog on page 36

NICE *FACE*
SHAME ABOUT THE LEGS?

Has *Sonic 2* got what it takes to run rings round the original?

DOES DOMINIK DIAMOND *REALLY* KNOW WHAT HE'S TALKING ABOUT?

We put the Gamesmaster host to the test

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CORPORATION
SPEEDBALL 2

TERMINATOR	MEGADRIVE	MASTER SYSTEM
EURO CLUB SOCCER	MEGADRIVE	-
SPEEDBALL 2	MEGADRIVE	-
CHUCK ROCK	MEGADRIVE	MASTER SYSTEM
CORPORATION	MEGADRIVE	-

virgin games-
immaculate
concepts

hyperReal5
THE TERMINATOR

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MEGA

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MEGA would also like to thank: All at Gamesville (especially lovely Liz); POP for all its scanning; Roger at Redwood for the last-minute printing; someone who was no help at all, thus making it really funny to mention them; and a continuing list of more puns that you usually find in this bit

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MEGA

From the makers of Sega Power, Super Play, Total, Amiga Format, Amiga Power, Amiga Shopper, ST Format, PC Format, Commodore Format, Amstrad Action, Your Sinclair and Future Music.

Future PUBLISHING LEISURE

Psst! Best caricature of the team wins a cart. Entries to MEGA Quick Comp, 30 Monmouth St, Bath, BA1 2BW.

Sonic 2 • *Road Rash 2* • Future Entertain

This month's MEGA is so packed that it may well explode from the pressure. Handle it with the *utmost* care...

6 MEGA CITY

The big news this month is that a Labour MP is campaigning for a drop in the price of carts (good news) and that the Future Entertainment Show is almost upon us. It'll be a gamesplayer's paradise and what's more, MEGA will be there (even better news). PLUS! All the latest games news from USA and Japan

The Future Entertainment Show

See the MEGA team and *all* the latest video game technology at the Future Entertainment Show

14 THE CHARTS

Once again MEGA takes a look at what's driving the punters wild this month. Yes, it's the top 20 official releases and import games

Dominik Diamond, host of Channel 4's Gamesmaster show and promoter of horrific jackets gets a grilling on page 18

18 DOES DOMINIK DIAMOND *REALLY* KNOW WHAT HE'S TALKING ABOUT, OR WHAT?

True games master or fraud? MEGA finds out if the host of Channel 4's Gamesmaster show, the self-styled "spokesman of videogamers in Britain today" actually knows diddly-squat about his subject. Throughout the first series, Mr Diamond (as his bank manager calls him) came in for a lot of stick from mags who accused him of knowing less than a particularly laid-back blancmange. Neil West decided to find out for himself, as once more MEGA probes the stars (whether they like to be probed or not)

***Road Rash 2* meets MEGA's previews section on page 28. *Lotus Turbo Challenge* comes along to hold its hand – sweet**

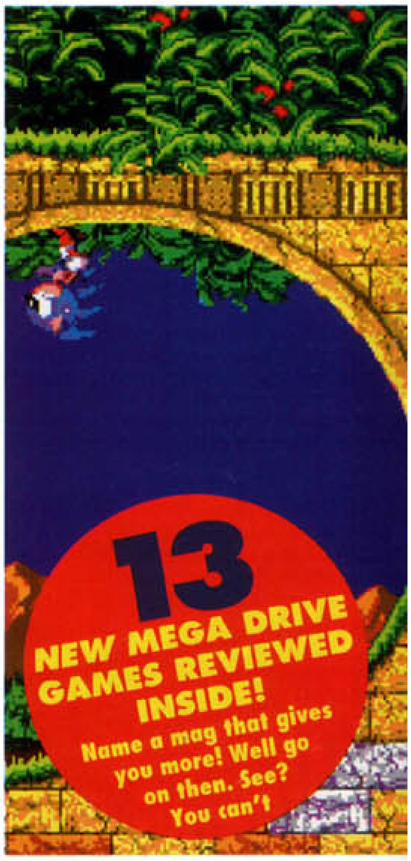
20 INSPECT A GADGET!

(Sorry: great feature, shame about the sad, pathetic pun.) This is where MEGA shows you everything you ever wanted for your Mega Drive but never knew existed, lists every add-on, gadget and widget available, then tells you if they're any good and where to get hold of them

Joypads, carry cases, joysticks, stands, gaming gloves (!), monitors – all get the MEGA testing treatment

27 WIN OVER £1,000 WORTH OF HARD STUFF

Take a look at the gadgets feature starting on page 20. Now turn to page 27 for a chance of winning, wait for it, ten SG Pro Pads, ten Competition Pro Series II joypads, ten Intruder 3 joysticks and ten Nuby carry cases. That's over £1,000 worth of well 'ard hardware up for grabs, so get on the case (and if you haven't got one to "get on", now's your chance to win one. Sorted)


13
NEW MEGA DRIVE GAMES REVIEWED INSIDE!
Name a mag that gives you more! Well go on then. See? You can't

28 PREVIEWS

Road Rash 2? Surely not. What, and *Humans*? Gulp. *Ragnarok* too? *Lotus Turbo Challenge*? *Risky Woods*? Is there no end to this previews section? Well yes, there is (to be perfectly honest) but it's still pretty packed

REVIEWED THIS MONTH

Sonic 2 36
Thunderstorm FX 42
Captain America 46
Greendog 50
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ment • Hardware feature • BIG compos

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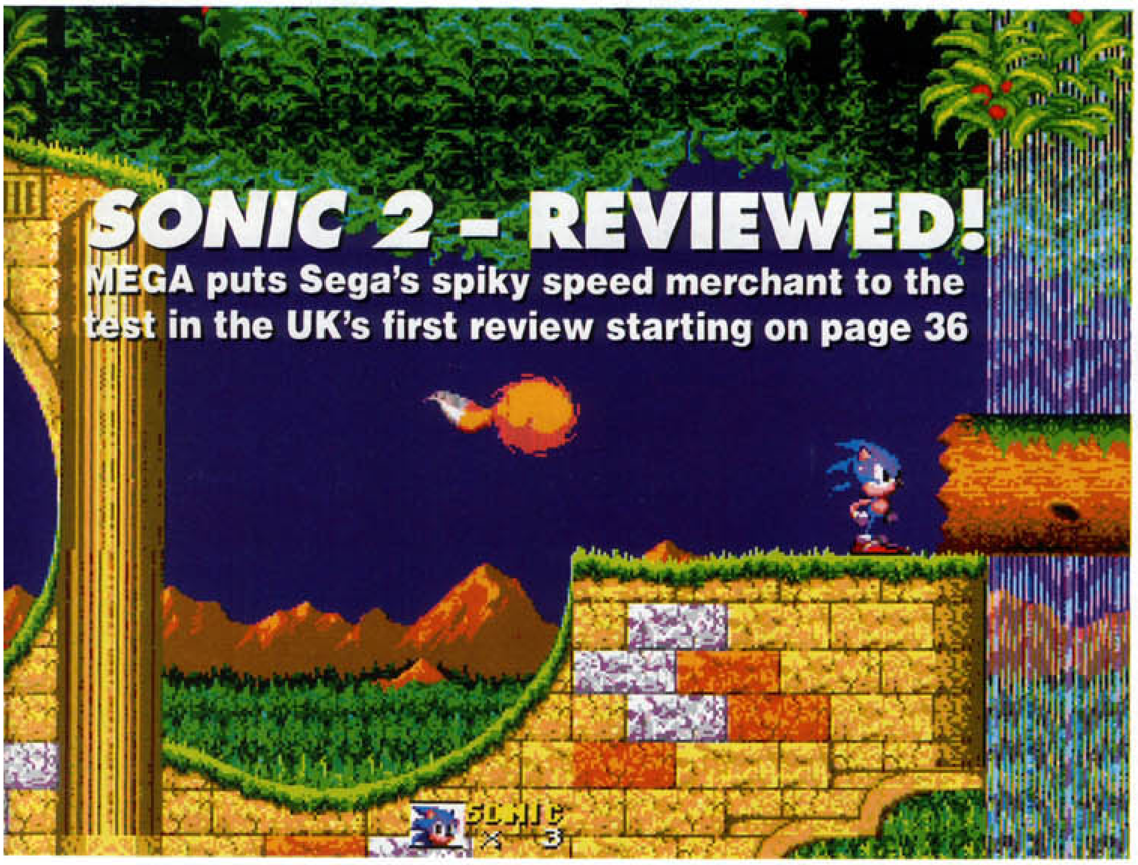


SONIC 2 – REVIEWED!

MEGA puts Sega's spiky speed merchant to the test in the UK's first review starting on page 36

68 MEGA PLAY

Once again, MEGA scatters its moral fibres to the four winds and cheats like hell. Feast your eyes upon a shimmering host of cheats, codes, hints and tips in this month's MEGA PLAY

71 RIP 'N' TIP

Yep, it's time once again to bring you those handy-dandy little cut-out-and-keep gamesplaying guides. This month MEGA tells you everything you need to know about *Chuck Rock* and *Revenge of Shinobi*. Scissors at the ready chaps!

76 MEGA MEDIC

Paul Mellerick, the man with the maps, the chap with the cheats, the cad with the codes and the twerp with the tips, once again answers your questions on a whole host of Mega Drive games. He may smell, but trust him, he knows his games

80 ARENA

It comes to us all in the end. At some stage everyone gets tired of playing with their Mega Drives. This is why MEGA brings you ARENA, the page which contains all sorts of game secrets, hidden bonuses and wacky challenges to put new life into those tired old carts

82 TOP 100 AND READER ADS

Each month the MEGA team writes the names of 100 Mega Drive games on pieces of card and throws them into the air to find the order in which they appear. Actually, that's not true. The Top 100 games are carefully selected in order of fabbiness, AND they feature your ads. So if you're after a cart – this is where to start

90 SUBS AND BACK ISSUES

MEGA is selling like hot cakes which have suddenly been given blanket coverage in the media and become an overnight, worldwide success. Don't risk missing out on your copy each month – subscribe! *And* get a free video in the deal!

96 MEGA MOUTH

Neil West (you know him, he's the Editor) casts a weary eye over your mail and answers your questions in his own unique, individual way (in other words, rather badly)

100 SCALEXTRIC COMPO

To coincide with our exclusive preview of *Road Rash 2* and *Lotus Turbo Challenge* (sort of), EA have donated ten *Road Rash* carts, and Hornby coughed for over £1,000 worth of Scalextric kit. Yipetty-skip and, dare it be said, whoop!

102 MAIL ORDER

Bargains ahoy! There are savings-a-plenty to be made in the mail order section. Take a look and do some Sega shopping by post. Grab your credit cards and turn to page 102 right now. Remember: materialism *is* fun

106 SHUT DOWN

By the time you read this, you'll have realised that MEGA's gone up in pages since last month – great for you, more work for us. Hmm. Anyway, once you've read this spectacularly BIG issue of MEGA, take a look at page 106 to see what's coming up next time around. And don't forget, there's still a chance for you to win yourself a real coin-op cabinet (among other things)

LOTUS
Mobil
HONDA
Canon

Win £1,000 of scrummy Scalextric and ten *Road Rash* carts in this month's compo

MEGA CITY

Eight pages packed with news • stories •

MEGA

EVERY SECOND ISSUE COUNTS

SONIC
THE HEDGEHOG
2
©SEGA 1992

Hello again, and welcome to issue two of MEGA

You want *Sonic 2*? You got it. You've also got *Lemmings*, *Captain America*, *Side Pocket*, and *Predator 2*... to name just five. Name us a mag which gives you the big games before MEGA and we'll, well... we'll eat something vaguely unpleasant.

We set out to be the best and that's just what we're doing. Other mags have teased you with enticing front covers starring everyone's favourite spiky speed-merchant, but MEGA is the first mag to bring you the actual review, which starts on page 36. MEGA: all hog, no bull – something our marketing department (er, Andy Dyer) barfed up. What do you reckon?

Anyway, that's *more* than enough self-congratulation. But we would like to say thanks for all the encouraging letters you've sent in, it's good to know that you like what we do. OK, OK, so some of the jokes have been pretty feeble, but on the whole you seem to think we're doing alright. So enjoy issue two, there's loads in it.

The gadgets round-up on page 20 should point you in the direction of the right joypad, carry case or add-on, and if you want to know whether Dominik Diamond *really* knows what he's talking about, then read the MEGA interview on page 18. Then there's all the reviews, all the news, previews and 67 (go on, count 'em) tips.

So take time out to enjoy the mag, and don't forget to come along and meet us at the Future Entertainment Show. Anyone who's serious about Sega won't want to miss their opportunity to get first looks at all the new carts from Sega themselves, EA, Flying Edge... actually, why don't you just read all about it on page 12? See you there!

® Neil, Andy, Paul and Amanda

WHY SO E

£40 the average price of a new cart

VAT – £7

John Major takes 17.5% of everything sold in the UK to spend on Trident missiles. It used to be spent on hospitals. This tax is the same for carts as it is for acne cream, XR3is and comedy loofahs, so we can't complain.

ARE CARTS XPENSIVE?

Super Monaco GP
16-BIT CARTRIDGE
SEGA
GENESIS

And more to the point, can we expect prices to drop? One politician says that he can make it happen. Meanwhile, we show you where your money goes...

From Neil West, outside Westminster (er, sort of)

Nigel Griffiths is a Scottish MP who also happens to be Labour's spokesman for consumer affairs. What that means to you and me, is that if any products are being sold at too high a price, he's in the perfect position to force the government into doing something about it. And that's just what he intends to do.

"I have pursued Michael Heseltine," he told us, "who has extensive powers. He can order price reductions if he wishes and doesn't even have to hold a hearing". So let's just hope old Tarzan plays Sega and is feeling generous.

But are carts really a rip-off? If you want the best – you've got to pay for it. That's fair enough. But in the prehistoric old days of Commodore 64s and Spectrums, games cost as little as £2.99 – a far cry from the £39.99 asked for a standard new Mega Drive release.

It's got to be a rip-off right? Well, when you see how your £39.99 is shared out between everyone (and everyone at this point should check out Amanda's lovely diagram) it hardly seems to be a scandal. And then there's also the argument that no-one's forcing you to buy the games – if you feel that they're just too expensive, then spend your cash on something else.

But whereas carts cost almost £10 to manufacture (remember, they contain actual bits of hardware – they're nothing like floppy disks) CDs only cost around 50p to make. So can we expect Mega CD games to cost £20something? Doesn't sound likely does it. Already, games programmers are wibbling on about how CD games will take longer to program, so in reality we should expect the overall cost to be the same. Convenient that isn't it, what do you reckon?

So for the moment, no – your Mega Drive carts aren't a complete rip-off. But they could be made cheaper.

SHOP'S PROFIT – £8

All shops aim to make 25%-30% on everything they sell. They have to make a living, so this is also fair comment.

DISTRIBUTOR'S AND IMPORTER'S COSTS – £5

Shipping carts from Japan or USA, storing them in the UK, holding stocks, sending them to shops, running the risk of not selling all that you buy...

These guys earn the £5 they charge for handling each cartridge.

MANUFACTURING THE CARTRIDGE – £9

This is an average 4 Mbit price. It's more for 8 Mbit or 16 Mbit flavours. Carts contain chips, and chips cost money. It's an expensive business.

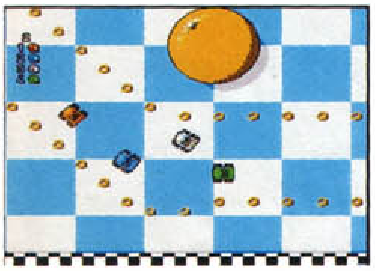
DEVELOPMENT, PROGRAMMING, AND DESIGN COSTS – £11

Programmers, musicians, artists, marketing departments, designers, managing directors, cleaners – they all have to have their wages paid. Programming equipment has to be bought and buildings paid for. Only when a game really hits it big, do the software houses make real money.

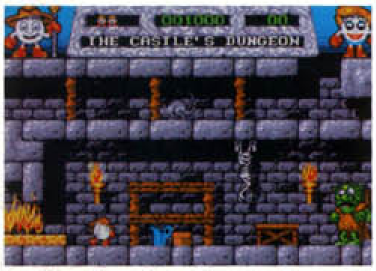
MEGA CITY

Excellent NES games!

Yes, there are a couple of them (see, we're man enough to admit it) and *Micro Machines* and *Dizzy* are currently being expanded, enhanced er, "enriched"? (that'll do) for their Mega Drive appearances at around Easter time of next year, courtesy of Codemasters.

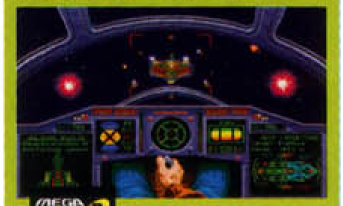


Micro Machines **is an excellent two-player car racing game. Both players race at the same time around wacky courses. When one car gets so far behind it disappears off the screen, the other scores a point. Excellent stuff**



Dizzy has starred in more home computer games than Sylvester Stallone has starred in porn movies (allegedly). Ahem, well he's starred in loads anyway. He really is rather good, too

MEGA CD UPDATE



WING COMMANDER

(Sega)

A 3D blast-'em-up-cum-flight-sim. The viewpoint includes the inside of the cockpit, which features serious animation (including animated hand grasping joystick). Detailed graphics from the original PC/Amiga version are likely to be enhanced by Mega CD custom scaling chip. This game's for the more intellectually-demanding flight freak.

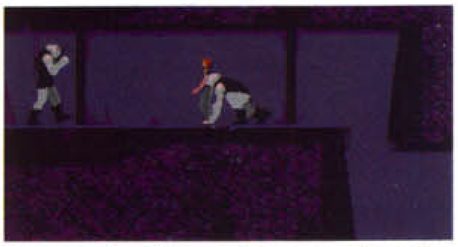
Sonic's a TV Star! Americans are currently the "lucky" viewers of a *Sonic The Hedgehog* cartoon in which everyone's favourite hog-of-much-hedginess (sorry, slipped into Jimmy Saville mode just then) can be seen cavorting with his woodland chums. Expect a UK showing soon...

VIRGIN OFFER ANOTHER WORLD

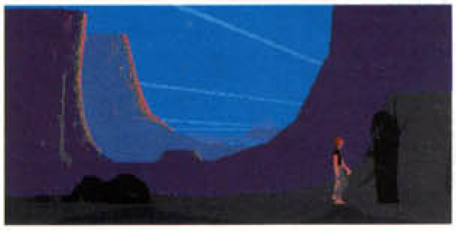
Check out the shots. Look pretty groovy, huh? Well, firstly you must understand that this is "one of those games" that doesn't actually demand much in the way of solid action – it's more a case of just hitting the right sequence of buttons in the right order at different points in time, a bit like Sega's 3D coin-op really, and a bit like *Thunderstorm FX* (reviewed on page 42 of this issue of MEGA).

Still, a lot of Mega CD games will work in this way, and *Another World* has been a big hit on the PC, so it could just turn out to be a great success. Due out in 1993, we'll review it as soon as we get it.

Are you man enough to tackle this beast to get out



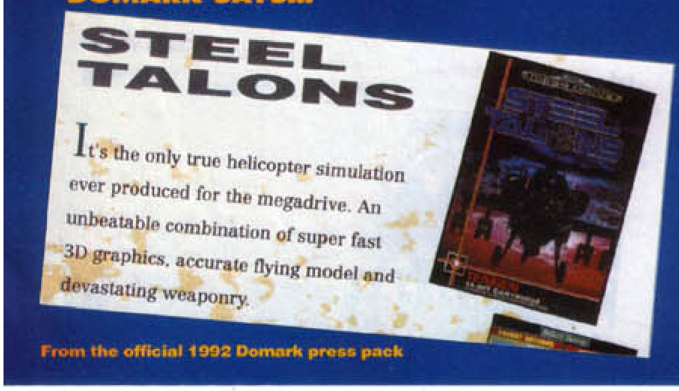
Two menacing blokes. But the one on the right is your friend and he's a trifle fond of doing squat thrusts at inopportune moments



After being saved from the giant dog, you befriend your hero... only he's a complete git and locks you up

BULL DURHAM'S INCREDIBLE WORLD OF PR AND ADVERTISING

DOMARK SAYS...



STEEL TALONS

It's the only true helicopter simulation ever produced for the megadrive. An unbeatable combination of super fast 3D graphics, accurate flying model and devastating weaponry.

From the official 1992 Domark press pack

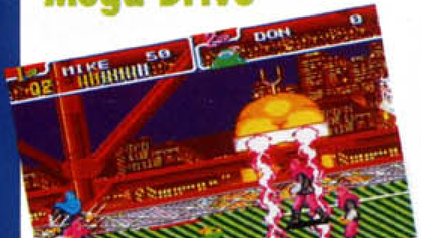
Bull "bull" Durham

MEGA SAYS:

What's *LHX Attack Chopper* then? A beach-ball?

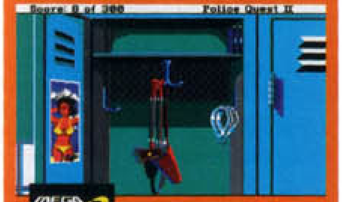
More amazing PR and advertising cobblers from Bull Durham next month, when he casts a weary eye over more "slight exagerations" (ahem) slipped past the public in the name of "creative advertising". So until we break bread, "do" lunch, and have a window in our diary this time next month, ciao amigos!

Lean, green and er... on your Mega Drive



Teenage Mutant Ninja Turtles 4 – The Hyperstone Heist **on Mega Drive will be the first result of a brand new deal between Konami and the big S. News of further releases (including a coin-op conversion of *Sunset Riders* and a *Tiny Toons* game) can be expected in the new year...**

MEGA CD UPDATE



POLICE QUEST
(Sierra)

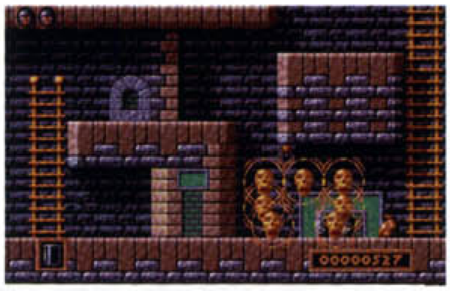
Yet another animated adventure, with you in the cop's size tens. Protect, serve or beat up citizens according to your political leanings. Nothing suspect about this one...

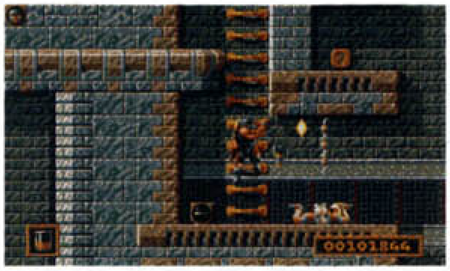
OUR PRICE SELL SEGA

Just in case you find yourself living in a town notable only for it's complete lack of any shops selling Sega, you'll be pleased to hear that the Our (bloody expensive) Price chain have started selling Sega gear.

Luckily "Their Price" isn't any more than any other shop, so don't panic.

Gods and *Outlander*: coming from America





Two Mindscape games (that Sega USA loved but for some strange reason Sega Europe didn't fancy) have finally made it to completion and are ready for release.

Gods is a stylish platformer originally designed by the Bitmap Brothers, the team responsible for *Speedball 2* (excellent!) and *Xenon 2* (not so excellent – see why on page 66) and *Outlander* is a 3D road-racing Mad Max sort of a game. *Gods* will be reviewed next month and *Outlander*, well, we'll review it when we get it.

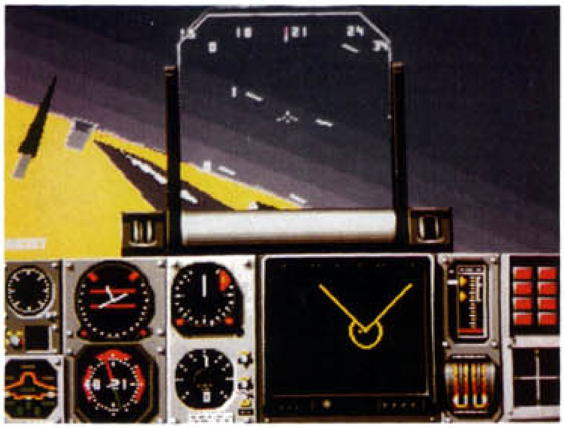
***Gods* claims to be the first video game to feature an "Intelligence Monitoring System" that tailors and tweaks the game's difficulty according to how skillfully you play**

MIG 29 FULCRUM – CHOCKS AWAY!

Domark are putting the finishing touches to a brand new flight sim that puts you in the cockpit of one of the finest fighters in the world. It's due for release in May '93 and MEGA has already bagged the deal to bring you the first review of *Mig 29 Fulcrum* – so stay tuned to the mag that truly feels the need.

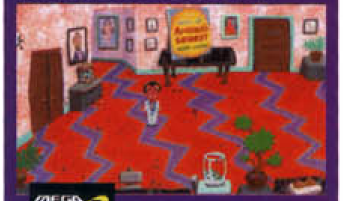
Last month, we told you about *F15 Strike Eagle 2* from Microprose. The bad news: Microprose hasn't finalised a deal with Sega yet, so there's still no definite release date. The good news: MEGA have again secured the first review of it! And, whenever they appear, these flight sims promise to take involved Mega Drive gaming to a higher plane... Arf! (You're fired – Ed.)

Anyone know any jokes about MIG 29s? No?



Is the Mega Drive up to coping with a fully-operational, 3D flight sim? You bet. Domark's own *Mig 29 Fulcrum* looks set to stretch the MD's graphics capabilities to the limit

MEGA CD UPDATE



LEISURE SUIT LARRY
(Sierra)

Any PC owner can tell you about the woman-hunting, liquor-drinking, lounge-lizarding hero. Saucy animated adventure sees you helping Larry pick up chicks. The Mega CD version features quality music and replaces computer version's on-screen text with actors' voices.

MEGA HOT LINE • MEGA HOT LINE • MEGA HOT LINE • MEGA HOT LINE •

IT'S MEGA HOT LINE TIME AGAIN!

After the incredible response to last month's opportunity to chat, gossip, wind up, exchange manly stories of gaming heroics, chat up Amanda (sorry Sean from Bolton, her answer is still a definite and unequivocable *NO* – and, while we're on the subject, you could really do with better "lines" than the pathetic, feeble offerings witnessed last month) and generally have a damn good talk with the MEGA team, we're doing it again.

The date is Thursday 22 October, from 6 to 9 pm and the number is (0225) 442244. So if you have anything to say about the mag, or the Sega scene in general, you know who to call.

Note: We charge 0 pence per minute at peak time and 0 pence at all other times as well. The only money being made out of this little phone-extravaganza is by British Telecom, so take comfort in the fact that even if those poor guys at MEGA are completely skint, at least Maureen Lipman's sorted. Huff.

BUSMAN'S HOLIDAY

The 0.1275m² of MEGA which shows you some of the jobs people do in the video game business and how they got them. Busman's Holiday could change your life. Kind of spooky isn't it?

NO. 2: GAMES' TESTER

NAME: Danny "curvy" Curley

JOB: "Product Evaluator" for Tiertex (US Gold's programmers)

AGE: 17

JOB DESCRIPTION: I play games. I play all Tiertex's new titles all day and every day for two reasons: Firstly, to discover if there are any bugs and glitches that need sorting out; and secondly, to tell the programmers how I think the game could be improved.

ACADEMIC QUALIFICATIONS: 3 GCSEs – but nothing relevant to the job.

ADDITIONAL QUALIFICATIONS: I'm good at games – I was the Sega European champ.

PREVIOUS JOBS: None, I went straight into the job from school.

FIRST BREAK: From the beginning? I entered the 1991 Sega Championships (on one of their buses) and went on to win the European finals. Through this I got to do some work for Sega Power magazine. I was reporting from Manchester (where Bobby Charlton was at Sega's five-a-side footy championships finals) and it just so happened that I was sat next to one of US Gold's bosses, Martin Savage. He asked me if I'd heard of Tiertex, and when I said yes, he asked me if I wanted to test some of their games... and the rest is history.

GOOD THINGS ABOUT JOB: It's dead easy. All I do is play games all day for dosh!

BAD THINGS: Occasionally I have to play some not so good games, but I'm still playing games for a living! Also, the programmers sometimes don't like my ideas, so it's frustrating when a carefully prepared game-evaluation report gets binned.

ADVICE: Show off your gamesplaying skills – enter a championship or something (turn the page 67 to find out how) and so get yourself noticed. Alternatively, write to a programming house or investigate YTS opportunities – I know a lot of people who got in that way.

GUESS CURLEY'S WEIGHT!

Just how much *does* he weigh? The most likely answer wins a prize. Write to Lard Boy, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW

VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

The column which does for the video games industry what Guns 'n' Roses does for opera lovers

Look, it's not that we *enjoy* giving "below-average" games a bit of constructive criticism. No, no – perish the thought. It's just that you can't truly enjoy the good things in life unless you've experienced the bad: "If pleasure persists, does it persist to be pleasure?" Right? Right.

So it is our duty, our regretful obligation, our *unfortunate job* to each and every month show the flip side of the coin and... well... oh sod it. It gives us the chance to give an abysmally crap game a thoroughly good kicking. Boots on? Let's go...

HEAVY NOVA – (MEGA CD)

Just *look* at that action-packed screen... no, not *this* one – over there on the next page...

Heavy? This is obviously a reference to the fact that the tired, pitiful "robots" (assorted, cobbled together shopping trolleys, somehow forced to hobble limply around the screen) that are 'fighting' it out in this quite unfeasibly crap beat-'em-up snooze-a-thon move like they're wearing concrete wellies.

Heavy Nova was the first sad, shambling mockery of a Mega CD game to be barfed across the, er hang-on, Pacific, and we wish it hadn't bothered. After waiting about ten seconds for the "game" to (get this) load, you discover that you have just two (yes two!) whole combat moves at your disposal with which to cut your swathe through the sad array of Comet-rejects that stand between you and victory. It is, unquestionably, complete crap.

The bad guys hobble on one by one at about 30-second intervals and the whole sorry, pathetic, excuse for a video game carries on in the same, embarrassed manner until you either finish it or take up extreme violence.

There's only one good feature: your character wiggles his knee Elvis-style when he punches. Apart from that, *Heavy Nova* stinks – big time.

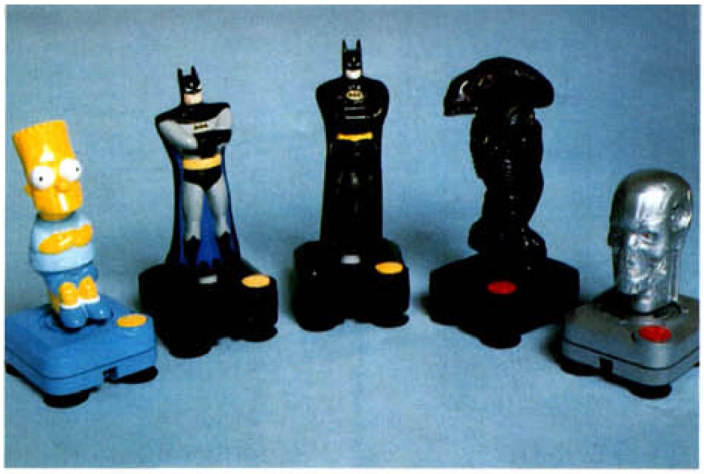
NEXT MONTH!

More "constructive criticism" of the games that really do for Sega's reputation what Paddy "Armless" McGuyntie does for international pole-vaulting. Harsh, but fair.

International Rugby – it's scrummy!

Yes, quite. Rugby, as we all know, has traditionally been a game played by men with odd-shaped balls, but no longer! As from April '93, Domark hope to make rugby a game played by red-blooded, beer-quaffing, trouser-dropping Mega Drive owners as well. All together now: "The hairs on her..." (snip! – Ed).

Fascinating MEGA fact no. 123: Will Carling is a big Sega fan. What a guy



Bizarre characteristicks

Just take a couple of seconds out to look at these new sticks from Cheetah. Yes, soon £14.99 will buy you a joystick with either Batman, Bart Simpson, and Alien (don't know his name, probably Barry or something) or a Terminator skull on top.

And all this adds up to (in the words of Cheetah) "the biggest ever tie up in film licensing and computer and video game hardware history".

Yeah, right. We'll tell you if they're any good when we get our hands on one. In the meantime though, if you're looking for a new stick, then check out page 20 onwards of this issue of MEGA for everything you ever wanted for your Mega Drive but never knew existed...

ROAD RIOT FROM TENGEN

Barge your opponents off the track into the spectators. That's how you score points in this coin-op conversion, which is to be released in April from Tengen through Domark – hardly a major contribution to road safety.

***Road Riot* – a game from the Mad Max school of driving if ever there was one. On the subject of driving games, we can't resist this opportunity to mention (again) the excellent *Micro Machines* coming from Codemasters. This caption was written after the news story on page 8 (bit of an insight into how MEGA's put together there) so we can now reveal that MEGA have bagged the exclusive review...**

MEGA CD UPDATE

TERMINATOR 2

(Flying Edge)

This could well turn out to be a game to match the atmosphere and excitement of the coin-op. The early screenshots look as though this is as near to an arcade-perfect con as they'll ever come. Extra good news is that the game will be fully compatible with Sega's new light gun – The Menacer (as reported last issue). The Mega Drive version should be ready soon, and hopefully we'll be bringing you the review next issue. As for the Mega CD version, they have the technology, but have they the ambition and the ability to carry it off?

MEGA CD UPDATE

AFTERBURNER III

(Sega)

The game that the Mega CD was invented for? Using filled-in polygon graphics, sprite rotation, full-effect custom-scaling, this could turn out to be a game that'll sell Mega CDs faster than Kim Basinger taking up streaking would sell camcorders. Due out sometime soon (November?), It stays faithful to the coin-op.

LIGHTS!...CAMERA!...CUE!

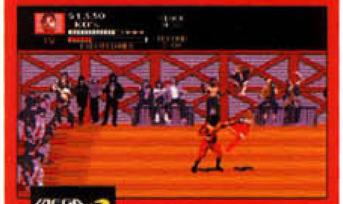
A complete waste of time, really. Actually that's not entirely fair. Oh – let's explain. Sega have bundled together all their old, existing and future movie-related games to form a new collection called Sega Movie Games. This means that ancient old games such as *Rambo III* will now be re-released and sold alongside new games such as *Terminator* and *Alien 3*.

No price reductions, no "new" games (you'll have read about them all before) and no real change. Having said that, however, Sega do have a fine selEction of movie-related games due out over the next few months: *Ariel The Little Mermaid*, *Home Alone*, *Terminator 2* and *Batman Returns* to name just four.

We'll review these games when they're ready. In the meanwhile, watch out for old games masquerading as new ones – they may be just mutton dressed as lamb.

MEGA DRIVE
THE TERMINATOR
GENESIS
ARIEL
MERMAID
16-BIT CARTRIDGE

MEGA CD UPDATE



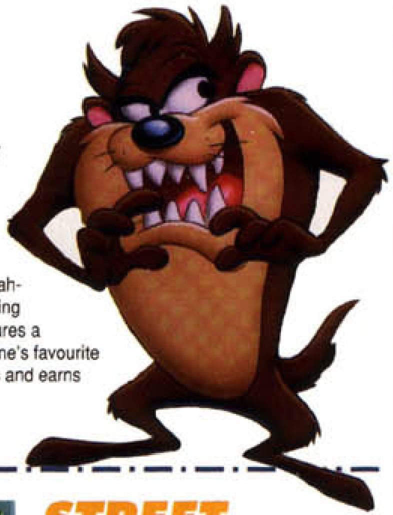
PIT FIGHTER 2
(Tengen)

This may be what the Mega Drive version came so close to achieving – a game to match the atmosphere and excitement of the coin-op. They have the technology: have they the ambition and the ability to carry it off?

Taz-Mania on telly

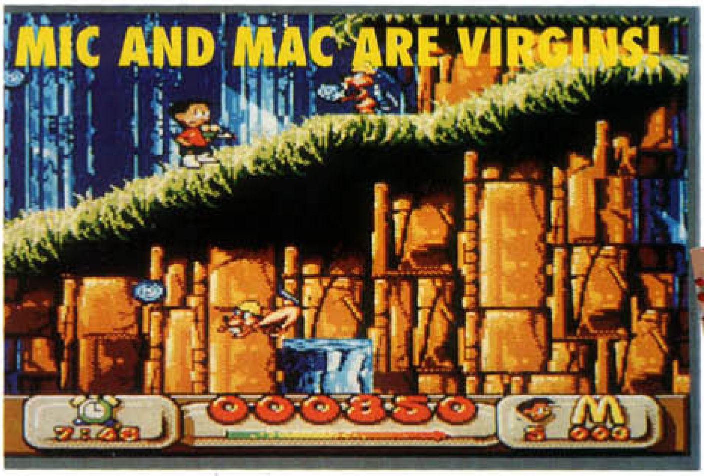
We're NOT getting paid for this, so don't accuse us of selling out, OK? But stand by for a teeny-weeny bit of a plug…

All of you out there who are lucky enough to be able to spend your Saturday mornings watching telly should not miss ITV's "What's Up Doc?" show. Not only is it quite a hoot (in a hey-kids-yeah-wow-wacky-Sonia-heeheehee-live TV-talking animal-mascot kinda way), but it also features a regular Taz-Mania cartoon starring everyone's favourite 'toon, Taz himself. It's *completely* fabulous and earns MEGA's united thumbs up. Watch it.



ITV's Motormouth replacement?

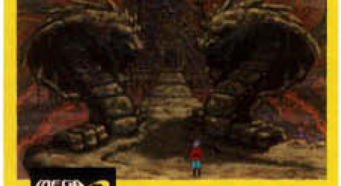
MIC AND MAC ARE VIRGINS!



Virgin presents *Global Gladiators,* a classy *Sonic*-slowed-down-style, eco-friendly platformer sponsored by (get this) McDonalds. Ha!

Ronald "Git" (allegedly) McDonald sends two bored kids (sat in a McDonalds – makes sense) to a threatened rain-forest. No real problem, he probably just got them a seat on one of his bulldozers or diggers heading that way…

MEGA CD UPDATE



KINGS QUEST
(Sierra)

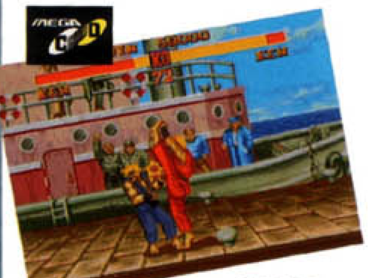
Yet another highly popular RPG from the home computer – not that we're complaining. This tried and trusted fantasy scenario has you battling through the mystical land to give Mordack, the evil wizard, a jolly good ticking off.

52 GAMES ON JUST ONE CART!

It's true! Yeah, but don't hold your breath just yet. Not only is the cart highly illegal (Sega wouldn't like it) but the Nintendo version costs £70 and all the games were; a) crap, and b) the same platform, beat-'em-up affair rehashed 52 times. A lot like a year's worth of Eastenders, really.

Unfortunately, it doesn't look as if the Mega Drive version will be any better. Still, as ever, we'll keep you informed.

STREET FIGHTER 2 – ONE STEP NEARER…

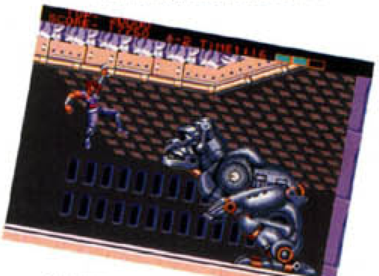


This is a, erm… SNES grab. Sorry

Capcom, the company responsible for the record-breaking coin-op *Streetfighter 2*, has just struck a deal with Sega to develop for the Mega CD. Although this is a step in the right direction (*SF2* is one of MEGA's fave coin-ops), don't hold your breath for the Mega CD conversion just yet.

A lot of serious legal negotiation has yet to be resolved, as Nintendo have done their best to tie the game up for themselves.

But that's not the only news… Instead, the full arcade-version including simultaneous two-player action (unlike the SNES version – sorry couldn't resist that) of *Final Fight* will be their first offering, followed closely by *Strider* on CD. This is great news, we'll bring you reviews ASAP.

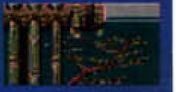


***Strider* (Neil's favourite platformer) coming to the Mega CD**

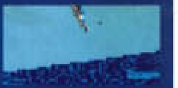
THE QS IN THE NEWS!

Here we go again with the second batch of 20 questions designed to find out just how Sega smart you really are – the questions that sort out the men from the Marios and the Sonics from the, er… socks? Oh dear. Anyway, your time starts… now!

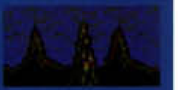
1. What's the name of James Pond's arch enemy?
2. What's stage two of *Sonic The Hedgehog*?
3. Name MEGA's top three games of all time (and don't look at page 82, unless you really want to. Don't thing we're trying to oppress you or anything).
4. How many events are there in *The Aquatic Games* (including the two bonus events)?
5. Was *Bonanza Bros* ever a coin-op?
6. What are the two characters in *Bonanza Bros* called?
7. What's the name of the big bad guy in *Golden Axe*?
8. What's Strider's first name?
9. Which vehicle do you control in *Super Thunderblade*?
10. How do you access the level-select cheat in *Sonic The Hedgehog*?
11. When was the Mega CD released in Japan?
12. How much time have you got in which to rescue the princess in *Prince Of Persia*?
13. Which is the odd game out?
    - *Alex Kidd In The Enchanted Castle*
    - *Streets Of Rage*
    - *Wonderboy in Monster Lair*
    - *Rainbow Islands*
    - *Kid Chameleon*
14. In which of the following games is it NOT possible to select your character at the start of the game?
    - *Streets Of Rage*
    - *Golden Axe*
    - *Double Dragon*
    - *Toe Jam And Earl*
    - *Pit Fighter*
    - *Bonanza Bros*
15. What will James Pond's code-name be in his third (not including *The Aquatic Games*) adventure due out next year?
16. Which game is this (altered) screenshot from?



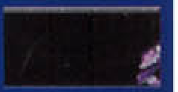
17. Which game is this (knackered) screenshot from?



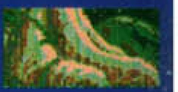
18. Which game is this (wibbly) screenshot from?



19. Which game is this (wobbly) screenshot from?



20. Which game is this (decidedly dodgy) screenshot taken from?



Answers on page 106. But no cheating, OK?

ARE *YOU* THE COUNTRY'S BEST GAMES-PLAYER?

If you reckon you are, then you could win £10,000. As reported last month (and as advertised on page 67 of this very magazine) heats and regional finals are currently going on all over the country for the National Computer Games Championships.

It's still not too late to enter though. All you have to do is turn up at any of the Virgin Games Centres listed on page 67 and play for two minutes on *The Aquatic Games*' bouncy castle event.

The highest scoring player at each Games Centre will go on to compete in a regional final, and then the six champions will battle it out for the first prize of £10,000 at the Grand Final, to be held at the Future Entertainment Show on 7 and 8 November.

GASTORE
Virgin
GAMES CENTRE

Try your hand at *The Aquatic Games* at a Virgin Games Centre near you

We want a MEGA reader to win (obviously) so Paul's prepared this totally unsporting, ungentlemanly guide to give you an advantage over the others. Read on...

THE MEGA-READER'S GUIDE TO *THE AQUATIC GAMES*

by Paul "no morals" Mellerick

THE AQUATIC GAMES
Starring James Pond and The Aquabats

You need to execute each of the six moves six times to complete the section. These moves are the double forward somersault, double twist, double backward somersault, single twist with forward somersault, single twist with backward somersault and one forward somersault then backward somersault together.

The key to success is knowing in which order to tackle the moves. Consider this list, then, as the key...

① Twists
② Double somersaults
③ Forward and backward somersault
④ Single twist and somersault

See you at the finals!

The Future Entertainment Show

THE FUTURE OF VIDEO GAMES ON SHOW!

Ten *unfeasably* good reasons why *you* should be there:

① PICK UP A BARGAIN

The video game industry has spawned a remarkable new breed of entrepreneurs affectionately known as "box shifters" – so called, because shifting boxes (usually containing a hot new import or add-on at a reduced price) is exactly what they do. They'll be at the show, itching to make you an offer you can't refuse.

② KYLIE MINOGUE

100,000 gamesplayers are expected to cram into Earls Court from Thursday 5 November (remember, remember etc.) through to Sunday 9. Now, it's been scientifically proven (sort of) that the last time over 100,000 people were *all* wrong was in connection with a Kylie Minogue album. The chances of such blindness and appalling error of judgement en masse happening twice in the same millennium is statistically insignificant. In other words, go with the flow.

③ VIRTUAL REALITY

Take control of a Harrier jump jet, or fight prehistoric monsters in the incredible *Dactyl Nightmare*. Yes, a Virtual Reality arcade is going to be one of the show's main attractions.

④ ALL THE LATEST GAMES

Sega, Electronic Arts, Acclaim and Domark will all be there doing their promotional thang. This means you get the chance to play *Road Rash 2*, *James Bond*, *Lotus Turbo Challenge*, Mega CD games... Actually, just take a look at the plan opposite for a brief taster of what the games manufacturers have in store for you.

⑤ GET YOURSELF ON TV!

Andy Crane and the Bad Influence! TV show will be broadcasting from the show. So, if you ever fancied getting yourself on telly or are interested in watching a TV show being recorded (and it's only fair at this point to remind you all of our get-a-copy-of-MEGA-on-TV competition on page 106), now's your chance.

EARLS COURT
Thursday 5 – Sunday 8
NOVEMBER '92
EARLS COURT 2

Yes, you too can carry large boxes around the Earls Court complex

⑥ £10,000 UP FOR GRABS

The grand finals of the £10,000 gamesplaying championships will be taking place on Saturday 8 and Sunday 9 November. If you really are the best gamesplayer in the country, and you had the intelligence to enter the competition, then you'll have to turn up to take part in the finals. Now *there's* a good reason for attending.

⑦ BROTHERLY LOVE

It's so easy to get a ticket, there's really no excuse for not turning up. Calling the ticket hot line now on (051) 356 5085 will buy you a ticket for just £5.95 (it would cost you £7 on the door) and it's even less for under 14 year olds, so bring your little brother – he'll love you for ever. Possibly.

⑧ THERE'S A BAR

Good one, that.

⑨ NINTENDOS, AMIGAS, STS...

... are just three of the whole range of other formats that the show will cater for. So if you're interested in any other form of computer leisure or simply fancy checking out Sega's competition, it's all here.

⑩ *WE'LL* ALL BE THERE

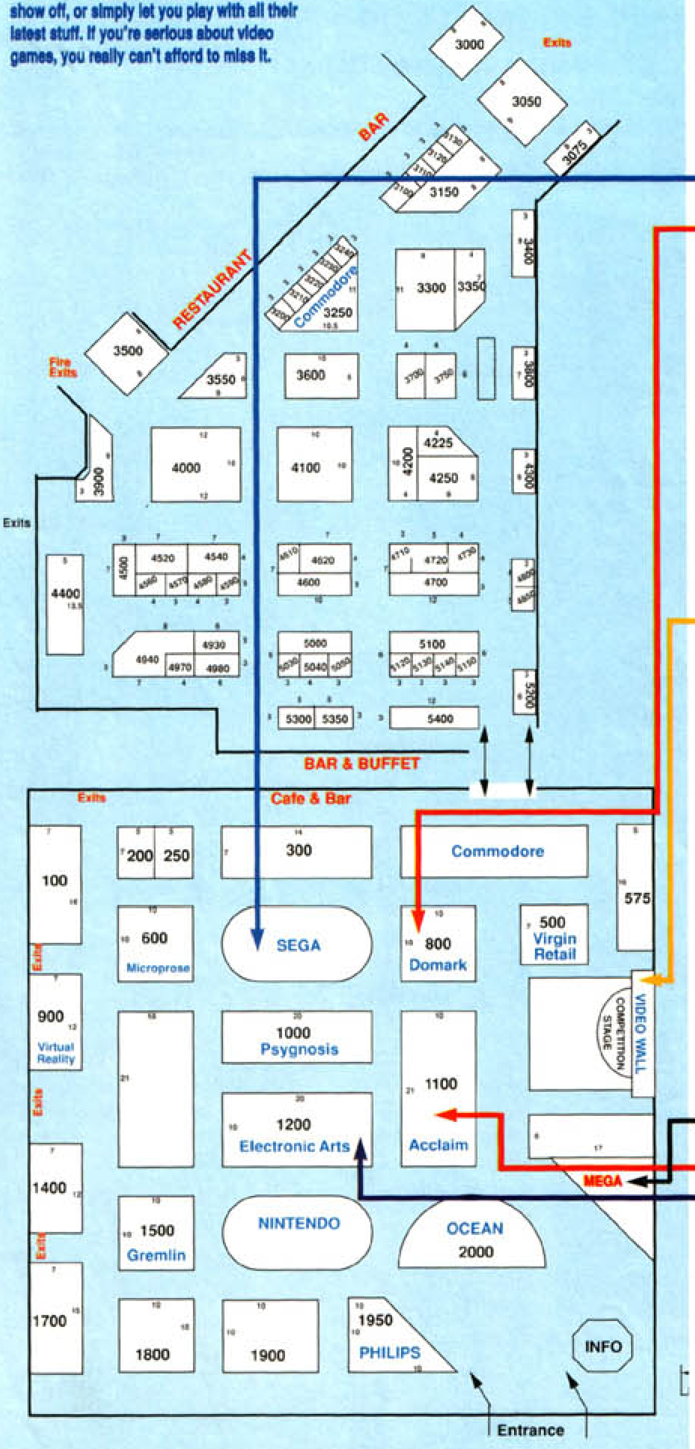
Now we're not suggesting for one moment that that's reason enough to want to come along, but take it as some kind of endorsement. We're going because we don't want to miss out on all that's going on. Whether you want to come up and say hello is another matter altogether. Ⓜ

SO CALL THAT TICKET HOT LINE...

... and you shall go to the show (er, Cinderella).
The number to dial is
(051) 356 5085
So get on the phone.

OK, SO HERE'S THE PLAN...

Earls Court will be crammed to the rafters (OK, OK – girders) with everything and anything to do with video games. There's not enough room here to tell you about everything, but all these white plots have been booked by people just itching to sell, show off, or simply let you play with all their latest stuff. If you're serious about video games, you really can't afford to miss it.



3000
Exits
3050
3075
BAR
3130
3120
3110
3100
3150
RESTAURANT
Commodore
3250
3300
3350
3400
3500
Fire Exits
3550
3600
3700
3750
3800
3900
4000
4100
4200
4225
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BAR & BUFFET
Exits
Cafe & Bar
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200
250
300
Commodore
575
600
Microprose
SEGA
800
Domark
500
Virgin Retail
Exits
900
Virtual Reality
1000
Psygnosis
COMPETITION STAGE
VIDEO WALL
1100
Acclaim
1200
Electronic Arts
MEGA
1400
1500
Gremlin
NINTENDO
OCEAN
2000
1700
1800
1900
1950
PHILIPS
INFO
Entrance

SEGA

Of course, Sega themselves are making sure that they (hedge)hog most of the limelight. Yes, *Sonic 2* will be up, running and ready for playing – just make sure that you get there early to avoid the queues. Also, rumour has it that Jimmy (star of the TV ads) will be turning up to cast his eye over all the latest games.

SONIC
THE HEDGEHOG

Get your hands on *Sonic 2* almost a month before your mates do

Who knows what else Sega will be showing off? Come and find out...

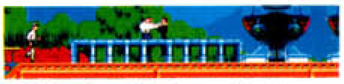
VIDEO WALL

It's as big as a house! This giant video wall will not only be continually displaying all the latest games, but it will act as the centrepiece for the show.

This will be the venue for live radio broadcasts, reports for ITV's Bad Influence! show and the games arena for the grand climax of the whole show – the finals of the £10,000 National Computer Games Championships.

Will you be one of the contestants? It's not too late to enter. Turn to page 67 for details of how to enter, then read Paul Mellerick's tips (see opposite page) for some expert advice.

DOMARK



Get to grips with *James Bond*

Domark have a lot to shout about at the moment. They still haven't finalised their show plans but with (deep breath) *Mig 29 Fulcrum, Steel Talons, James Bond – The Duel, Road Riot, Paperboy 2, International Rugby* and *Dragon's Fury* lined up, you can bet that they'll have something exciting to show off.

COME AND MEET THE TEAM!

If you really want to, that is. Anyway, this is where we'll be hanging out for most of the show. Word is that Paul's ready to take on all-comers, so if you bump into him, challenge him to any of the games on show and find out just how good you really are.

Alternatively, just come over and introduce yourself, have a natter and tell us what you think of the mag. The first ten people to spot one of us and offer us something nice to eat will win a mystery prize. "What scabs," we hear you cry...

MEGA

Come and say hello, we don't bite

ACCLAIM

At last, you can take on the role of a really fat bloke on your Mega Drive

Acclaim, or Flying Edge as they're known in the Sega world, will be showing off their new *WWF Wrestling* game complete with (you guessed it) guest appearances from some of the bulging-bashers themselves. So if you see a guy wondering around claiming to be Hulk Hogan, *don't* accuse him of lying and ask him to step outside, he's probably telling the truth.

ELECTRONIC ARTS

EA are determined to make a big impression. As well as showing off all their exiting stuff, the Future Entertainment Show will give gamesplayers their first chance to play *Lotus Turbo Challenge* and *Road Rash 2* (both previewed this month in MEGA – see page 28).

***Right: Lotus Turbo Challenge* – your chance to drive a Lotus *Far right: Road Rash 2* – does two-player action make for a better game?**

THE CHARTS

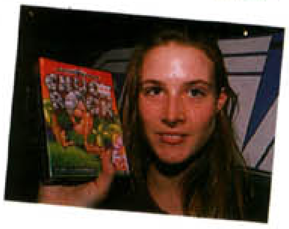
Of course, in ancient times, mariners used elaborate charts to plot their way across the seven seas. But that's not really important right now

OFFICIAL TOP 20

This month	Last month	Game Name	MEGA Top 100 Rating (page 82)	
①	▲ (05)	**Euro Club Soccer**	Ⓜ 80	It's football and it's on the Mega Drive. Not too brilliant but it's the best footy game you can buy at the moment
②	▼ (01)	**Taz-Mania**	Ⓜ 19	Still going strong, and quite right too. This cartoon platform game features great gameplay and some hilarious graphical touches
③	▲ (06)	**Terminator**	Ⓜ 38	Incredible graphics and adrenaline-pumping action really show what a Mega Drive can do. Shame it's only four levels long
④	▼ (02)	**Super Monaco GP2**	Ⓜ 05	The sequel to the MD's best driving game. It's got improved graphics and a battery back-up – well worth buying if you haven't got the original
⑤	▼ (04)	**Desert Strike**	Ⓜ 15	We all like blasting seven shades of shampoo out of everything in sight and *Desert Strike* does it so well
⑥	▼ (03)	**Olympic Gold**	Ⓜ 46	The traditional sports sim finally makes it to the Mega Drive. Just bash those buttons and, er, bash them some more
⑦	▲ (08)	**Italia '90**	Ⓜ –	OK, so I can understand *Euro Club Soccer* at number two, but *World Cup Italia '90*, it's the worst football game ever
⑧	■ (NE)	**Alien 3**	Ⓜ 70	Straight in at number eight and deservedly so. It sticks very close to the film, and there's even a bald Sigourney Weaver
⑨	▲ (12)	**Alex Kidd Castle**	Ⓜ –	These budget games are selling aren't they? But just because it's £19.99 doesn't mean it's any good, OK?
⑩	▲ (16)	**Chuck Rock**	Ⓜ 58	Our Stone Age chum is on the rise. This prehistoric platformer should appeal to almost anyone. Looks good and plays well
⑪	▼ (09)	**Road Rash**	Ⓜ 08	
⑫	▼ (07)	**EA Hockey**	Ⓜ –	
⑬	▲ (14)	**Super Hang On**	Ⓜ 52	
⑭	▼ (10)	**Streets Of Rage**	Ⓜ 06	
⑮	▲ (20)	**Super Thunderblade**	Ⓜ –	
⑯	▼ (11)	**Quackshot**	Ⓜ 07	
⑰	▼ (15)	**James Pond 2**	Ⓜ 20	
⑱	▼ (17)	**Kid Chameleon**	Ⓜ 36	
⑲	■ (19)	**Sonic The Hedgehog**	Ⓜ 03	
⑳	▼ (13)	**Castle Of Illusion**	Ⓜ 21	

SOLD!

Daniel. Age: 20
He's from Switzerland and wants to be Sigourney Weaver



Kirstie. Age: 16
And she fancies a bit of rock-chucking

Chloe. Age: 16
She's a basketball-bouncer extraordinaire

Julian. Age: 5
So young and yet so completely mad on wrestling games. Well, it takes all sorts

Official charts compiled by **Gallup** and sponsored by Penguin. Import charts compiled by **Whizz-Kid Games**

IMPORT TOP 20

This month	Last month	Game Name	MEGA Top 100 Rating (page 82)	
①	■ (NE)	**Alien 3**	Ⓜ 70	At number eight in the official chart, this rather spiffing platform/shoot-'em-up is selling rather well on import too
②	■ (NE)	**Euro Club Soccer**	Ⓜ 80	And this? Well, this one is selling like hot cakes all over the country, not too bad I suppose
③	■ (NE)	**Dragon's Fury**	Ⓜ 45	One of Andy's fave games, but then he does like a bit of the old pinny-pin pinnety pin pin, pinball
④	▼ (02)	**Terminator**	Ⓜ 38	It may be slipping downwards in the charts, but when you stick Arnie in a game you can bet your bum it's going to sell
⑤	▼ (01)	**Taz-Mania**	Ⓜ 19	Amazing graphics and animation make for a great platform game, but it just might be a bit easy for hardened games players
⑥	■ (NE)	**Bulls Vs Lakers**	Ⓜ –	After waiting a long time for a decent basketball simulation, Mega Drive owners now have a lot of choice. The best one though, is this
⑦	▲ (08)	**Dung's and Drag's**	Ⓜ –	What's this. A popular RPG? Well I never. Still it's does stay quite close to the Dungeons and Dragons board games
⑧	■ (NE)	**Side Pocket**	Ⓜ –	A nice novel game with good graphics and some of the best sounds Neil has ever heard. (Sad man)
⑨	▼ (04)	**Super Monaco GP2**	Ⓜ 05	It's still hanging in the top ten, but with so many games around at the moment, will it be there next month?
⑩	■ (10)	**Holyfield Boxing**	Ⓜ 97	This once again proves the point that you can't make a decent boxing game – don't know why, but all the evidence seems to support this.
⑪		**Chuck Rock**	Ⓜ 58	
⑫		**Bart Vs Space Mutants**	Ⓜ –	
⑬		**Krusty's Fun House**	Ⓜ 37	
⑭		**Kid Chameleon**	Ⓜ 36	
⑮		**Olympic Gold**	Ⓜ 46	
⑯		**Predator 2**	Ⓜ –	
⑰		**Smash TV**	Ⓜ –	
⑱		**Desert Strike**	Ⓜ 15	
⑲		**Super High Impact**	Ⓜ –	
⑳		**Lemmings**	Ⓜ –	

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ALIENS 3	35.00	24.00	18.00	SEP
AMERICAN GLADIATORS	35.00	24.00	18.00	OCT
AQUABATIC GAMES	30.00	22.00	16.00	SEP
ATOMIC RUNNER	35.00	24.00	18.00	NEW
BATMAN - RETURNS	35.00	27.00	21.00	OCT
BIO HAZARD BATTLE	35.00	24.00	18.00	NOV
BLACK CRYPT	40.00	27.00	21.00	DEC
BREACH	35.00	24.00	18.00	SEP
BULLS V LAKERS	35.00	24.00	18.00	NEW
CADASH	32.00	18.00	12.00	NEW
CAPTAIN AMERICA	35.00	24.00	18.00	OCT
CARMEN SANDIAGO II	35.00	26.00	20.00	SEP
CHAKANI	32.00	24.00	18.00	NOV
CHASE HQ	35.00	24.00	18.00	OCT
CHESTER CHEETAH	40.00	24.00	18.00	NOV
CHUCK ROCK	37.00	24.00	18.00	NEW
CYBER-CORP (CORPERATION)	37.00	24.00	18.00	SEP
DAVE ROBINSON BASKETBALL	35.00	24.00	18.00	NEW
DEATH DUEL	37.00	24.00	18.00	SEP
DESERT STRIKE	35.00	27.00	21.00	
DOUBLE DRAGON	30.00	18.00	12.00	SEP
DRAGONS FURY	32.00	21.00	15.00	NEW
DUNGEONS AND DRAGONS	42.00	29.00	23.00	NEW
EA ICE HOCKEY	30.00	23.00	17.00	
EUROPEAN CUP SOCCER	35.00	26.00	20.00	NEW
EVANDER HOLYFIELD BOXING	32.00	25.00	19.00	NEW
EX MUTANTS	35.00	24.00	18.00	NOV
FLINTSTONES	32.00	24.00	18.00	NOV
GADGET TWINS	42.00	27.00	21.00	SEP
GREEN DOG	30.00	22.00	16.00	SEP
HIGH IMPACT	32.00	24.00	18.00	SEP
HIT THE ICE	32.00	17.00	11.00	NOV
HOME ALONE	30.00	21.00	15.00	NOV
INDIANA JONES	32.00	24.00	18.00	SEP
JORDON V BIRD	30.00	20.00	14.00	NEW
KID CHAMELEON	32.00	22.00	16.00	
LEADERBOARD GOLF	32.00	22.00	16.00	SEP
LEMMINGS	35.00	24.00	18.00	NEW
LITTLE MERMAID	35.00	27.00	21.00	DEC
LHX ATTACK CHOPPER	32.00	24.00	18.00	OCT
LOTUS TURBO CHALLENGE	32.00	25.00	19.00	NOV
MASTER OF MONSTER	40.00	27.00	21.00	NEW
METAL FANGS	32.00	26.00	20.00	NOV
MIGHT AND MAGIK III	35.00	26.00	20.00	NOV
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RACE DRIVIN	35.00	24.00	18.00	DEC
RAILROAD TYCOON	35.00	24.00	18.00	SEP
RAMPART	30.00	20.00	14.00	SEP
ROAD RASH II	32.00	24.00	18.00	NOV
SIDE POCKET	32.00	22.00	16.00	SEP
SIMPSONS - SPACE MUTANTS	32.00	22.00	16.00	NEW
SIMPSONS - FUN HOUSE	32.00	24.00	18.00	NEW
SMASH TV	32.00	26.00	20.00	SEP
SOL-DEASE	40.00	27.00	21.00	NEW
SONIC THE HEDGEHOG II	35.00	27.00	21.00	NOV
SPLATTERHOUSE II	35.00	24.00	18.00	NEW
STAR ODYSSEY	40.00	23.00	17.00	NEW
STREETS OF RAGE II	40.00	28.00	22.00	DEC
STRIDER II	40.00	27.00	21.00	OCT
SUPER MONACO GP II	32.00	22.00	16.00	SEP
SUPERMAN	35.00	24.00	18.00	DEC
TALESPIN	30.00	24.00	18.00	OCT
TAZMANIA	32.00	25.00	19.00	NEW
TERMINATOR	35.00	27.00	21.00	NEW
TERMINATOR II ARCADE	32.00	26.00	20.00	DEC
TERMINATOR II JUDGEMENT	32.00	26.00	20.00	DEC
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WARRIOR OF ROME II	40.00	26.00	20.00	NEW
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X-MEN	35.00	24.00	18.00	DEC
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ZOMBIE HIGH	30.00	21.00	15.00	NOV

GAMEGEAR

TITLE	NEW	SECONDHAND SELL	SECONDHAND BUY	DUE
ALIEN 3	25.00	18.00	14.00	OCT
AERIEL ASSAULT	20.00	14.00	10.00	NEW
AXE BATTLER	20.00	14.00	10.00	
BATMAN II	22.00	18.00	14.00	SEP
BATTER UP	20.00	14.00	10.00	
BERLIN WALL	20.00	14.00	10.00	
CHAKAN	20.00	16.00	12.00	DEC
CHASE HQ	22.00	16.00	12.00	
CHESSMASTER	20.00	14.00	10.00	
CHUCK ROCK	20.00	16.00	12.00	DEC
CLUTCH HITTER	20.00	14.00	10.00	
COLUMNS	20.00	12.00	8.00	
CRYSTAL WARRIORS	25.00	16.00	12.00	
DAVE ROBINSON BASKETBALL	22.00	18.00	14.00	OCT
DEFENDERS OF OASIS	25.00	18.00	14.00	NOV
DEVILISH	20.00	14.00	10.00	
DONALD DUCK	25.00	18.00	14.00	
DOUBLE DRAGON	22.00	18.00	14.00	DEC
DRAGON CRYSTAL	20.00	12.00	8.00	
EVANDER HOLYFIELDS BOXING	22.00	18.00	14.00	DEC
FACTORY PANIC	17.00	10.00	6.00	
FANTASY ZONE	20.00	14.00	10.00	NEW
FROGGER	17.00	12.00	8.00	
G.P. RIDER	20.00	16.00	12.00	DEC
G-LOC	22.00	14.00	10.00	
GADGET TWINS	22.00	16.00	12.00	SEP
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SHINOBI	22.00	14.00	10.00	
SHINOBI II	22.00	16.00	12.00	DEC
SIMPSONS	25.00	20.00	16.00	SEP
SLIDER	22.00	12.00	8.00	
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SONIC THE HEDGEHOG II	22.00	18.00	14.00	NOV
SPACE HARRIER	22.00	14.00	10.00	
SPIDERMAN	25.00	18.00	14.00	NEW
STREETS OF RAGE	22.00	18.00	14.00	NOV
STRIDER II	25.00	18.00	14.00	OCT
SUPER GOLF	22.00	16.00	12.00	
SUPER KICK OFF	25.00	20.00	16.00	
SUPER MONACO	20.00	12.00	8.00	
SUPER MONACO II	22.00	18.00	14.00	NEW
SUPER OFF ROAD	22.00	18.00	14.00	DEC
TALESPIN	22.00	16.00	12.00	NOV
TAZMANIA	22.00	18.00	14.00	OCT
TERMINATOR II - ARCADE	25.00	18.00	14.00	DEC
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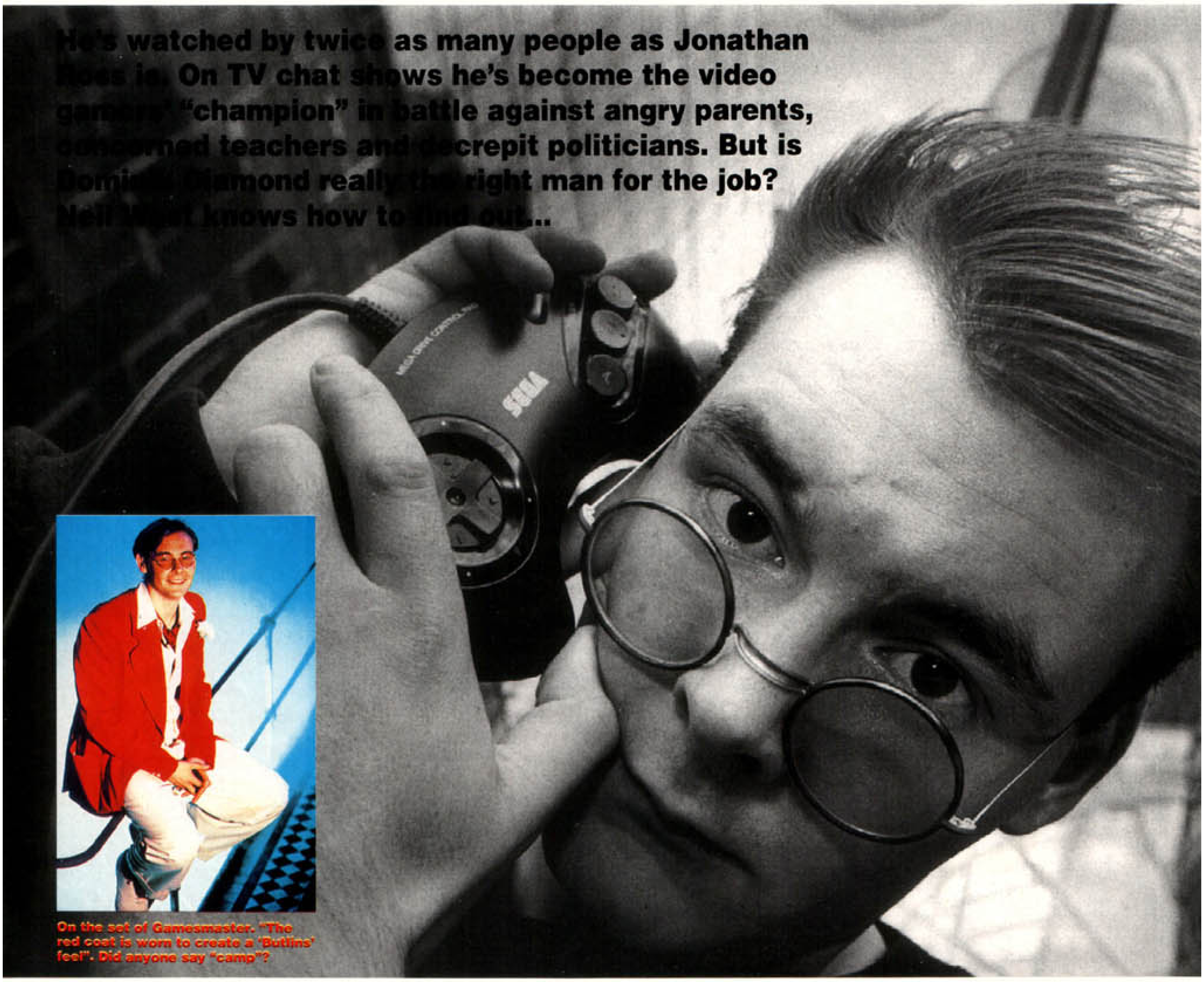
So does DOMINIK DIAMOND know he's talking about, or w



He's watched by twice as many people as Jonathan Ross is. On TV chat shows he's become the video gamers' "champion" in battle against angry parents, concerned teachers and decrepit politicians. But is Dominik Diamond really the right man for the job? Neil West knows how to find out...

On the set of Gamesmaster. "The red coat is worn to create a 'Butlins' feel". Did anyone say "camp"?

what hat?

Images by Jude Edginton

Dominik Diamond (and yes, that is his real name – the Arbroath telephone directory lists a Mr Diamond as a legitimate and genuine human being. So if anyone fancies a gossip with Dom's dad, well – you didn't read it here first) is, as the presenter of Channel 4's video game show Gamesmaster, one of TV's hottest properties.

But having people recognise him on the street, girls sending him their phone numbers, and work offers cascading through his letter-box every morning seemingly isn't enough. And no, this feeling of disgruntlement cannot solely be attributed to the rip-off cocktails ("A mix of champagne and Sol, which is so bloody expensive and tastes so awful that you might as well be drinking meths.") that he claims to have drunk last night.

No, Dominik won't be completely happy until he has set the record straight: HE'S COMPLETELY FED UP WITH PEOPLE ACCUSING HIM OF NOT HAVING THE FAINTEST IDEA WHAT HE'S TALKING ABOUT!

OK, fair enough. When Gamesmaster first started, a lot of magazines had a good laugh at Dom's expense, and maybe it wasn't all entirely justified. But surely, he must admit that on the show, he does, sometimes, come across as a bit of a, oh, how can we put this? Er... plonker?

> **"Some people seriously seem to think that video games turn kids into antichrists"**

"Yes OK. But what people don't realise is that on Gamesmaster I'm really playing a character. As far as the show is concerned I'm there to be the middleman between people such as yourself (that's me that is – Neil), who come along as our experts, and the people watching at home who aren't 100% into video games – the parents and the people who are maybe watching for the first time."

ADDRESSING THE MASSES...

Dominik has got a point here. It's his job, after all, to turn the garbled video game-speak drivvle (that people like myself churn out while commentating on the challenges) into something intelligible to your average geezer who thinks that *Road Rash* is an ailment suffered by sweaty traffic wardens.

But, despite his reputation as the somewhat "vague" host of Gamesmaster, Dominik has managed to secure a daily spot on Radio One's Steve Wright show. He writes a regular column in Smash Hits *and* he has numerous other TV appearances under his belt. Basically, he's viewed by seemingly everyone on the media planet as the spokesman for UK gamers. Would he agree that this mantle has been thrust upon him?

"What is it with *Sonic*? *Seriously, Sonic* has got to be the most *over-hyped* game in video game history!" Gosh. Dominik Diamond gets angry!

"Yes, but only because I was the first person to present a video games show. Consequently, I have to do things like appear on the ITN lunchtime news because some horrendously ugly school teacher is shouting about the fact that kids are falling asleep at their desks in class as a result of playing video games all night long.

"And then there was the time when I had to go on Radio 4's Woman's Hour and argue the case that video games weren't completely sexist. I have to take on all these old duffers who haven't the faintest idea what they're talking about. All it usually takes is a quick 'bollox' on live TV to counter someone's line of argument – especially with the really boring old people who are so uninformed and basically so thick that you can just take the (ahem) out of them very easily. Some of them seriously seem to think that video games turn kids into antichrists. It's ridiculous."

Yes, alright, alright, but the spokesman for the country's games-playing youth not only needs to be able to hold his own against soap-box fanatics, he also has to be a *real* games player. He must be able to blast alien butt with the best, leap from platform to platform to pixel perfection, and score quicker than Kim Basinger on an aircraft carrier. Is Dominik up to it?

"Yes. I grew up in a small town called Arbroath in Scotland and there's (ahem, again) all else to do except go down to the arcade and play video games. So the video games came before the TV bit."

So how did the "TV bit" come about?

MUM'S THE WORD

"I went on to study drama at Bristol University and during my final year I actually auditioned for the job of presenter on BBC 2's The Word. We kept this a secret during the first series of Gamesmaster, because we didn't want people thinking, 'Oh my god, if he's worse than the guy who does The Word then there's no hope for him'. Let's face it, the preconceptions would have been pretty bad."

"So, obviously, I never got the job. But it did earn me an audition for Gamesmaster. At the start, there wasn't any need to know about video games – because no one on the production team knew anything about them either. But I just wibbled ferociously about all sorts of ancient old coin-ops in an attempt to impress them and no one had the faintest idea what I was talking about."

That'll be a wedding ring then. Dominik married at the age of 22? No? So why wear it? Strange...

GAMES' MASTER OR GAMES' LOSER?

"Since then, I've seen just about every new game there's been. As associate producer on Gamesmaster as well as presenter, I really have to know all about every single game that appears, as it's largely my job to decide what we should cover and what we should leave out."

So give us some hard, manly tales of games-playing heroics then...

"OK, here goes. Completion times from first play: *Taz-Mania*, one night; *Gain Ground*, two days (with my brother); *John Madden '92* – Philadelphia 64, Washington 20 Superbowl, victory in first season; *Buck Rogers*, three and a half days; *Thunderforce III*, two weeks; *Zero Wing*, two days; *Marble Madness*, ninth attempt... Oh yes, and don't forget I beat Paul Mellerick at a race on *Sonic*! Hahaha."

Hmm. Time to put the record straight methinks. Our-man Mellers bumped into dodgy Dom at the opening of a new shop and was challenged to a game. He put up a respectable time only to have it smashed by Dominik who (it transpired later) had been practising nothing else for the last two weeks.

But credit where credit's due. Dominik plays a lot of games and he's good. He's smart enough to take on all the kill-joys who are seasonally given TV air-time to rant and rave about a subject they know little about and – to be quite honest – we can't think of many people who could do the job better.

So next time you're watching Gamesmaster in its swanky new location ("We weren't allowed to go back to the church because the Archbishop of Canterbury, or something, got a bit upset about all the violence in the games and all the references to Julia Roberts, so he, err... Well, he banned us.") take comfort in the fact that even if Dominik's dress sense leaves a considerable amount to be desired, he *does* know what he's talking about. Ⓜ

THE BIG MATCH

Dominik Diamond Vs Neil West
Game: *John Madden Football '93*
Date: An issue of MEGA coming soon

GADGETS

So, you've got a Mega Drive. Are you gonna stop there? Of course not. Well, if you're in need of a widget, a wodget, a whatsisname or even a thingumybob, then here's the complete, up-to-date and downright essential guide to Mega Drive accessories

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Right then. Take a little look at the picture on the right. See all that stuff? Well, these things are accessories that you can buy for your Mega Drive. Some are good, some are great and some are incredibly crap. Read through the next six pages and you'll be left in no doubt as to what's good and what's not

STANDS

MEGA STAND

KMA ENGINEERING – £49.99

Big, black and very well built. This is a sturdy stand, which will hold your Mega Drive, 11 carts, tie-up leads and still leave room for your copies of MEGA. Nicely done, but quite expensive. A luxury methinks.

RATING ● ● ●

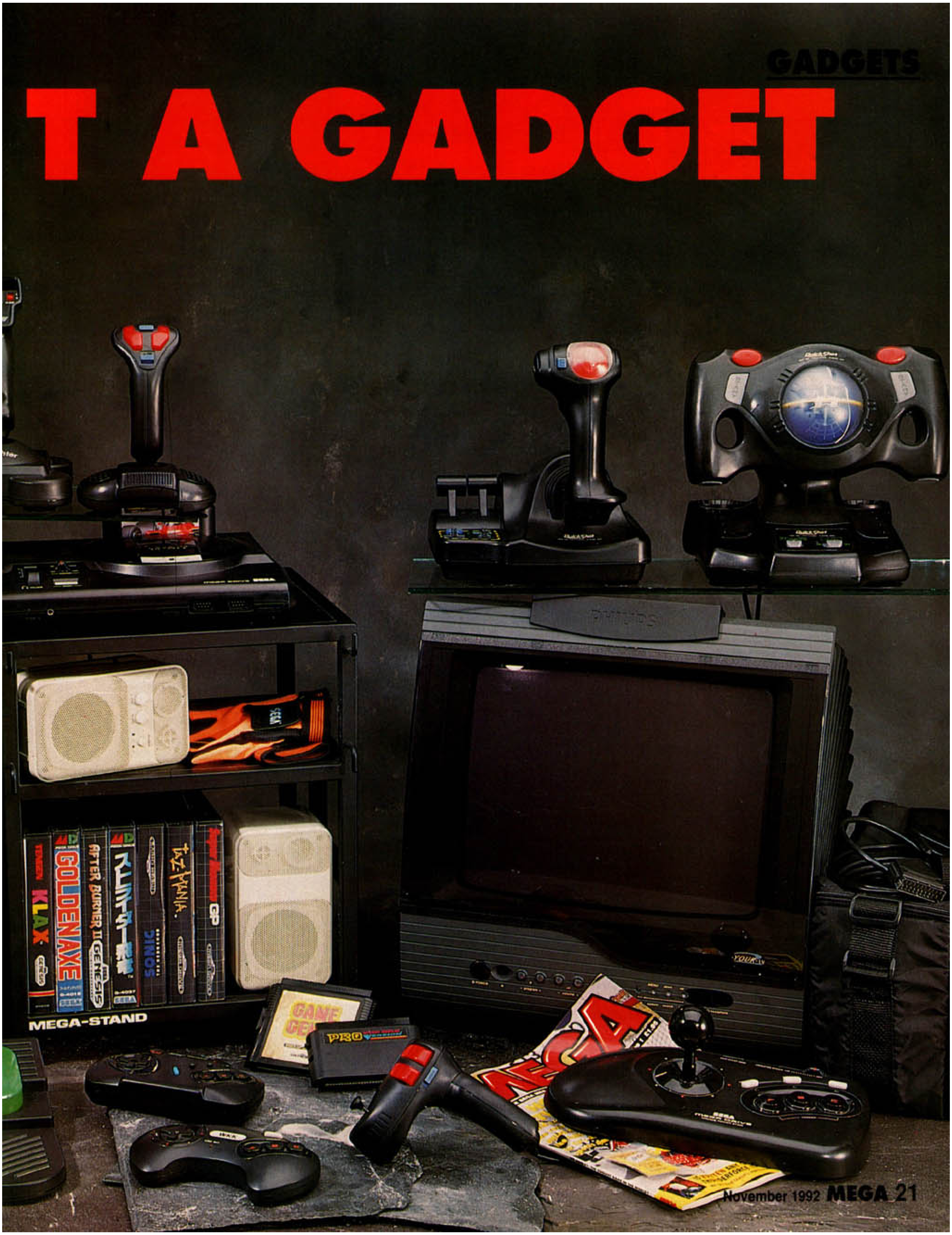
YOUR TV

PHILIPS – £259.99

Ultra cool and ultra smart telly with a scart socket. Watch all your fave programmes and, at the flick of a switch, change over to your Mega Drive. Very smart, but a bit expensive.

RATING ● ● ●

T A GADGET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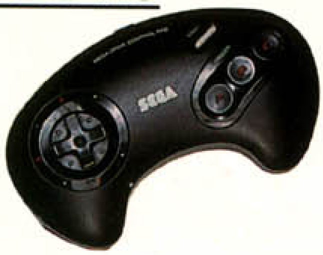
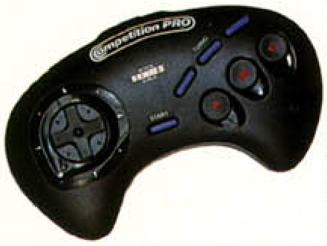


SEGA JOYPAD

SEGA – £14.99

This is your standard replacement joypad and it's identical to the one you get with the machine. Sturdy, very responsive and incredibly reliable, but it has a distinct lack of auto fire.

RATING ⊗ ⊗ ⊗ ⊗

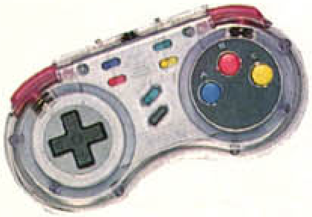


COMPETITION PRO SERIES II

SONMAX – £15.99

Now, this really is the business. The same classic and brilliant design as the official pad, and all the responsiveness too. But this one has the added feature of auto fire. One of the best replacement pads around.

RATING ⊗ ⊗ ⊗ ⊗ ⊗

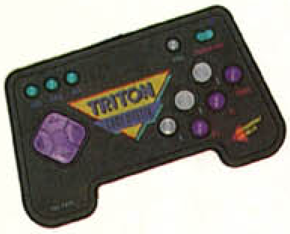


SG PRO PAD

QUICKJOY – £15.99

Just when we thought that joypads couldn't get any better, along comes the new SG Pro Pad. It is roughly the same size and shape as the official joypad and it's just as responsive too. It's also got individual controllable auto fire, two-speed slow mo and two buttons on the top of the pad, similar to those on the SNES joypad. Use these two button as A, B or C (whichever you choose) and they work really well.

RATING ⊗ ⊗ ⊗ ⊗ ⊗

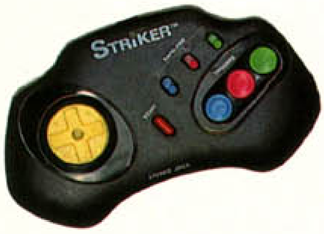


GAME MASTER

TRITON – £14.99

Hey, now things are getting serious. This sucker's programmable. Yep, very useful for games in which you have to follow a certain set of moves to do a certain thing – you know games such as er...er...exactly. Useless idea, and the pad's crap too. It doesn't fit properly, the buttons are awkward, and it costs too much dosh.

RATING ⊗

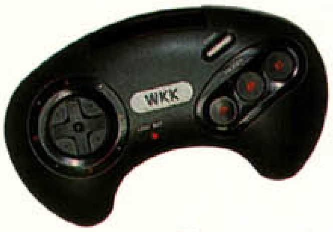


STRIKER

BEESHU – £14.99

A slightly re-designed official pad this one, and it's not half bad. A slightly silly positioning of buttons means a bit of finger ache after a while, but it's got controllable auto fire and overall it's not a bad pad. Someone out there will love this.

RATING ⊗ ⊗ ⊗

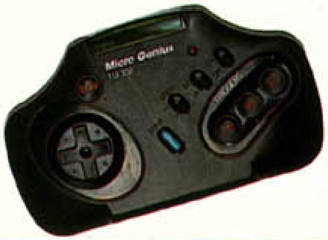


SEGA INFRA-RED CONTROLLER

SEGA – £29.99/£39.99

This is basically a remote version of the official joypad. No auto fire, just the chance to stand so far away from the machine that you can't see what your doing. It's mightily expensive as well.

RATING ⊗ ⊗



MICRO GENIUS

FROM YOUR IMPORTER – about £25

A bit cheaper then the Sega Infra-Red Controller and it does have auto fire and slow mo, but it's a bit sluggish and it doesn't hold very well. MEGA is still not convinced of the usefulness of infra red pads.

RATING ⊗ ⊗

JOYSTICKS

SEGA ARCADE POWER STICK

SEGA – £39.99

The joypad's big brother, this stick is big and very sturdy. Trouble is, with the buttons separated as they are, games like Olympic Gold, which require a lot of button bashing, don't work as well. Good news is, though, that with an arcade-like stick and controllable auto-fire it's a god-send for Super Monaco Grand Prix.

RATING ● ● ● ●

QS AVIATOR

QUICKSHOT – £34.99

We're talking novelty joystick here, and things don't get much weirder than this. It is called the Aviator because using this is like flying an aeroplane. Pull back to go up, and push forward to go down. This one works well and is very well built, but its design means that you could really only use it with certain games. If the only games you play are *F-22 Interceptor* and *Super Monaco GP*, then this is OK. It's a bit expensive and you'd probably find the Intruder 3 works just as well.

RATING ● ● ●

QS PYTHON 3

QUICKSHOT – £12.99

One of the few Mega Drive accessories which you can hold in one hand. It's very responsive, and the movement is good too. The button placing gives it a very helicopter feel and the joystick works brilliantly with *Desert Strike*. Check out which games work with it and which don't before you buy it though.

RATING ● ● ● ●

MAVERICK 3

QUICKSHOT – £15.99

The Maverick finally makes it onto the Mega Drive and that's not a bad thing. It's a sturdy joystick, with auto fire, slow mo and good controls all round. The way the stick handles might not suit some, but it's well worth checking it out.

RATING ● ● ●

CHIMERA 3

QUICKSHOT – £9.99

Whoops! Silly idea number 234. Yes, it's another hold it in one hand jobby, but this time it doesn't work. The handle's OK, but the joystick is too loose and flimsy to give any real feedback. The button positioning is also wrong. It's cheap enough, but it's still not worth the money.

RATING ●

INTRUDER 3

QUICKSHOT – £29.99

It's back to the yoke type of stick (similar to the Aviator) but this one is more akin to that of a helicopter than an aeroplane because you hold it in one hand. The button config works well, but for some strange reason there's only turbo on two buttons. Very responsive and you really feel you're flying a helicopter. Obviously not for platform games, this the best flight sim stick money can buy.

RATING ● ● ● ●

SG FIGHTER

QUICKJOY – £15.99

Another one-handed pilot-type joystick, and very similar to the QS Python 3, trouble is this one isn't as good. Nice and sturdy and very responsive, yet it takes a lot of movement to get anywhere. Works well with games in the vein of *Desert Strike*. But there's better stuff on the market.

RATING ● ● ●

SIGMA-RAY

LOGIC 3 – £13.99

This is more of a traditional Amiga/ST design, but it's got three buttons. It's very good, except the buttons are quite oddly placed so it takes quite a bit of awkward finger movement to move anywhere. The joystick is very responsive and if you're used to an Amiga stick this could be the one for you.

RATING ● ●

FOOT PEDAL

QUICKJOY - £19.99

It's novelty time again, and let's be honest, you couldn't get much more novelty for your money than this. All you learner drivers out there will love the chance to work with real pedals, and this pad really is ideal for racing games, especially *Super Monaco GP* or *Road Rash*. It works really well, and you can choose the specific function of each of the pedals. It is, however, really only for those who own racing games and nothing else.

RATING ● ● ● ●

GAMING GLOVES

SEGA USA

CONSOLE CONCEPTS – £9

Silly idea not helped by the fact that the colours are bloody disgusting. These gloves are supposed to prevent thumb blisters but all they do is prove you're colour blind. The worst ever console add-on invention.

RATING ●

CHEAT CARTRIDGES AND LEADS

PRO
ACTION REPLAY
VERSION

ACTION REPLAY

DATEL – £29.99

The first of its kind and a brill idea too. Enter codes before you play, and all manner of extras, such as infinite lives and energy, can be yours. Easy to use, but you need to get all the codes first.

RATING ● ● ● ●

ACTION REPLAY PRO

DATEL – £39.99

And this is where the PRO version comes in. For an extra ten quid you get a "trainer" mode that lets *you* tamper with the game and find the codes for yourself. Easy to use and incredibly brilliant, this is an essential accessory for everyone who loves to cheat.

RATING ● ● ● ● ●

GAME GENIE
VIDEO GAME ENHANCER
SEGA GENESIS
galoob

GAME GENIE

HORNBY – £44.99

As soon as one cheating device appears, another one comes along. This one's called the Game Genie, but it does a slightly different job to the Action Replay. You can make codes of your own but it's quite complex so the cart comes with a huge list of its own (70 games at last count). It does some very fab things to the game and can make an ordinary one last that much longer. Similar, yet different to, the Action Replay. You've got to buy one, *or* get both.

RATING ● ● ● ● ●

SCART LEADS

SEGA – £7.99

If you're having trouble getting a decent picture on your TV, and it's got a scart socket, then this lead is for you. It improves the clarity and even turns up the brightness. It also means you can switch over to the Mega Drive by pressing a button, rather than flicking a switch at the back of the telly.

RATING ● ● ● ● ●

SPEAKERS

ZY-FI SPEAKERS

MEGA MAIL ORDER (See page 102) – £35.99

Wor hey! Blast out those little Sonic ditties with these excellent speakers. The sound's nice, they're loud, and they work with your personal stereo too.

RATING ● ● ● ●

CARRY CASES

DYNASOUND

DYNASOUND – £19.99

Not bad. One big hold in which to put your Mega Drive and bits, and a front compartment which holds two games (and their boxes) or about eight carts on their own. Nicely padded and a good solid shoulder strap, but it's a bit pricey

RATING ● ●

CONSOLE CONCEPTS

CONSOLE CONCEPTS – £15

Nicely built and very good. Plenty of compartments and a good sturdy strap. You could easily fit ten carts, the Mega Drive and all the leads in it. A good buy and a good price. What more do you want?

RATING ● ● ● ●

NUBY CARRY CASE

NUBY – £39.99

Whouf! Serious stuff this one. It's very sturdy and it'll hold everything including the kitchen sink. It's nicely built and very sturdy, but the price may put some off. If you carry your Mega Drive around a lot though, you really should invest in this over the rest.

RATING ● ● ● ● ●

NUBY SOFT PAK

NUBY – £8.99

A simple padded hold-all, which only takes 8 games (including boxes). Very neat and easy to use but for nine quid you'd be better off using a carrier bag or something.

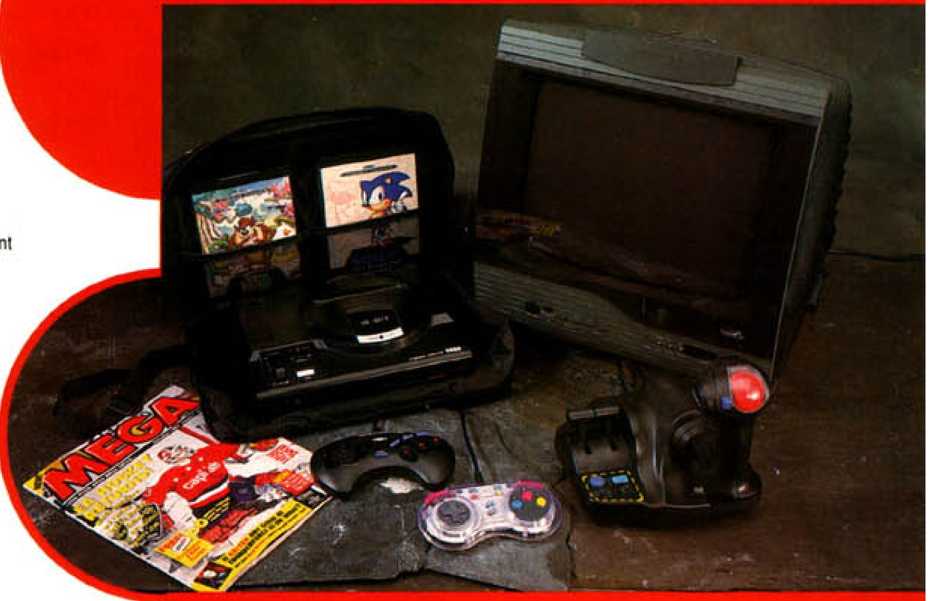
RATING ●

WHERE TO FIND WHAT...

Eternal gratitude and thanks go to the following people, who helped MEGA compile this feature by sending in various accessories. If you need any more advice on any of the gadgets you've seen here, give the distributors a call, and say MEGA sent you.

So, thanks to:
KMA Engineering – 0684 – 296610
Sega – 071-727-8070
Sonmax – 0457-876705
Go-carts (Gamesmaster pad) – 0592 643003
Euromax/Beeshu – 0262 – 601006
Quickjoy – 081-900-0024
Quickshot/Logic 3 – 081-365-1993
Console Concepts – 0782 712759
Datel – 0782 – 744324
Hornby – 0843 – 225555
Nuby – 0943 – 608268
Evesham Micros – 0386 – 765500
DMC Consoles – 0225 – 448253

MEGA RECOMMENDS



MEGA has tested all the gadgets on these pages and has come up with the ideal Mega Drive set-up. Read on...

If you're after an extra joypad, then MEGA heartily recommends the SG Pro Pad or the Competition Pro Series II – they're both well worth the dosh.

Also, if you want a real joystick, it has to be the Intruder 3 – for games like *Desert Strike* it really is the biz.

The Nuby Carry Case is the best case around, as it offers maximum protection for your kit.

Telly wise, well, the Philips one is very smart, but any SCART telly will do the job just as well.

Buy MEGA every month and that's you kitted out with the best of everything for your Mega Drive. And, if you're thinking, "This is all very well, but I can only just about scrape together the money to buy a copy of MEGA," then turn to page 27. Enter the competition and you could *win* some of these fab Mega Drive additions.

THE BIG COMPETITION PAGE, THE BEST PRIZES

WE'VE GONE MARIO MAD

SUPER MARIO BROS.
Gottlieb

WORTH THOUSANDS

WIN THIS FULL-SIZE PINBALL MACHINE

CALL NOW

AMAZING MOVING GRAPHICS

CALL 0839 007801

IT'S THE REAL THING

BIG SOUND

WIN ALL THIS

THIS MONSTER PILE OF THUNDERBIRDS GOODIES COULD BE ALL YOURS!! PLAY THE QUIZ NOW!!

CALL 0839-007802 NOW!!

HAVE YOU PLAYED SUPER SCRATCH

LOOK OUT FOR THE BRILLIANT NEW MONTHLY SCRATCH GAME THAT'S SWEEPING THE NATION! BIG FUN GAMES - BIG PRIZES! FOR A FREE CARD SEND A S.A.E. TO FREE CARD,
SUPER SCRATCH,
SANDYLANDS HOUSE,
MORECAMBE,
LA3 1DG

SUPER SCRATCH

WIN A HOLIDAY IN CALIFORNIA

SEE A BALL GAME. VISIT HOLLYWOOD. BASK IN THE SUNSHINE. GO TO ALCATRAZ, DISNEY WORLD OR BEVERLY HILLS.

0839-007808

WORLD WRESTLING FEDERATION

Starline 26

WIN A FULL-SIZE WRESTLING ARCADE GAME

CALL 0839-007803

WE'VE ALREADY GIVEN AWAY ONE OF THESE UNBELIEVABLE WWF ARCADE GAMES, NOW YOU COULD WIN ANOTHER! JUST PLAY THE WRESTLING QUIZ NOW AND IT COULD BE YOURS. SOMEONE HAS TO WIN IT. IT COULD BE YOU!

WIN

THIS HUGE PILE OF BOOTY CALL 0839-007804

SPEAK TO BILLY BUTT! CALL 0839-007807

CALL NICKY HUNT 0839-007806

CALL VICTORIA SNOTTY NOW 0839-007805

THE ACNE CORNER

CALLS COST 36p / MIN (CHEAP RATE) 48p / MIN (OTHER TIMES) INC. VAT. PLEASE ASK PERMISSION BEFORE YOU CALL, AVERAGE LENGTH OF CALL 5.5 MIN WHICH WILL COST £1.98 (CHEAP RATE). COMPETITORS ARE ASKED TO ANSWER QUIZ QUESTIONS PLUS A TIEBREAKER. © MEGAFONE LTD. WINNERS WILL BE NOTIFIED BY POST. A FULL LIST OF RULES IS AVAILABLE BY SENDING AN S.A.E

WIN! £1,000 WORTH OF GADGETS

Right, so you've read the Inspect a Gadget (sorry) feature and now feel like buying a gadget? Well, feel no longer, with MEGA you can *win* one!

We've got (deep breath) ten SG Pro Pads, ten Competition Pro Series II joypads, ten Intruder 3 joysticks and (finally) ten Nuby carry cases to give away to you lot.

That's 40 prizes in all, worth over £1,000. Rather than separate all the prizes and have four different competitions, we will be chucking them all together and putting all the entries into one very big sack from which we'll pull out forty winners.

The first ten names pulled out of the sack will get the SG Pro Pads, the next ten will receive the Competition Pro pads, the ensuing ten the Intruder 3 joysticks and the last ten will get the Nuby carry cases.

To enter, all you have to do is answer one simple question.

① **What was the rank of the cartoon police officer whose last name was Gadget?** (Hint: It's the same as Morse's on television.)

10
SG PRO Pads to give away

10
Intruder 3 joysticks to give away

10
Competition PRO Series II joypads to give away

RULES

Yes, even anarchic, class-bonding, minority-loving MEGA has to conform sometimes and (as far as page 27 is concerned anyway) this little pink corner is where it's at.

We have to get all heavy, now, and print some competition rules. Still, let's not get too down about it, life occasionally drops a bit of a bummer on us – let's, instead, just try to raise a laugh for the usual "comedy" rules that are ritually thrown in to relieve the boredom. Peckers up chaps, I'm sure things get better over the page (I wouldn't bet on it, next page is the start of Dyer's previews – Ed.) Ah. Oh dear.

1. The Editor's decision is feeble (and final).
2. All entries must reach us by 30 November, 1992 or else they get re-cycled unopened.
4. No one from Future Publishing is allowed to enter
5. What happened to 3?
3. Ah here it is.

Scribble your entry on the back of a postcard or sealed envelope and send it to the address below:

MEGA Gadgets Competition,
Lazahold, PO Box 10,
Sunderland, SR4 6SN

Your entries should arrive by 30 November, 1992. As well as writing your answer on the postcard, write your name, age and address and then, if you do not wish to receive direct mail from selected companies, please write "NO" clearly in the bottom left-hand corner.

10
Nuby carry cases to give away
SEGA

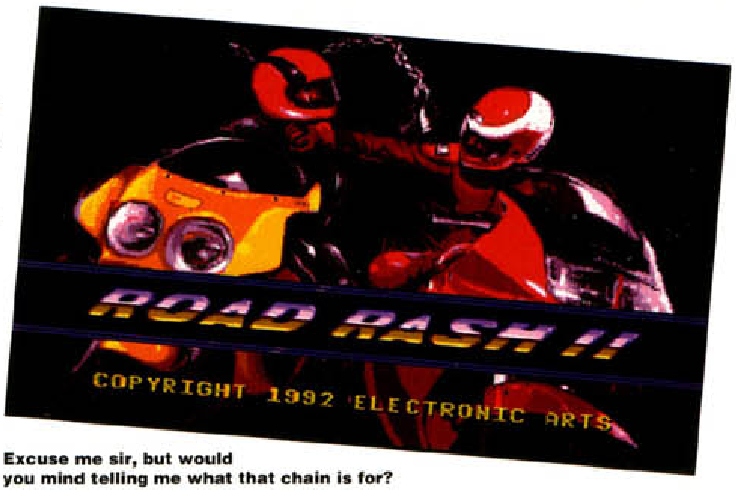
Andy Dyer stares intently into his tea leaves, eventually co him absolutely bugger-all, and instead embarks upon a mar the latest news on stuff that's in the pipeline. What a gener

ROAD RA

Electronic Arts • January

The follow-up to *Road Rash,* the spectacular motor-bike racing game, should be even more stonking than the original

Ignore that strange, duel screenshot and take a look at these other shots. Now we know exactly what you're thinking. You're looking at these images and saying to yourself, "Hang on a minute, those clowns on MEGA have accidentally gone and printed a load of old *Road Rash* screenshots". But you're wrong. This is *Road Rash 2,* the eagerly-awaited sequel to one of the classic Mega Drive games of all-time.



Excuse me sir, but would you mind telling me what that chain is for? WHACK! Oh, I see. Thank you very much

MORE OF THE SAME

Electronic Arts' epic of illegal road racing with added gratuitous violence was massively (and quite rightly) popular and successful, and for the sequel EA appear to have heeded the old maxim, "If it ain't broke, don't fix it". Hence, what you get in *Road Rash 2* is more of the same (five new tracks and two new classes of bike to buy with your ill-gotten gains) but with one BIG difference: EA have seen fit to include a simultaneous two-player mode in which you and a mate get to ride the same course at the same time.

SIMULTANEOUS PLAY

Excellent stuff. The screen splits allow both of you a decent view of the course (*Lotus Challenge* style) and the race begins. Will you choose to help each other out (sandwiching other riders could be great fun?) and race as partners? Well it's certainly possible.

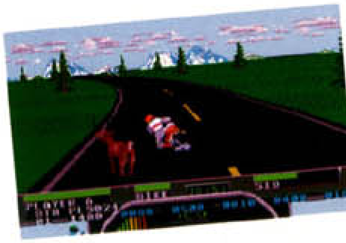
But back to the real world. This game gives you the perfect opportunity to knock seven shades of skill out of your buddy with your recently acquired bike-chain. We've played it, and we can tell you, it should be fab.

We say *should,* because, of course, it's not actually finished yet. Hence the fact that at first glance it doesn't look like a sequel so much as an extra-courses cartridge. But EA have promised that much in the same way as *John Madden '92,* the finished *Road Rash 2* will be essentially the same game, tidied up and tweaked a bit, with some new cosmetic touches to make it a more attractive all-round proposition than its predecessor.

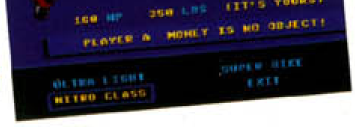
SUPERIOR SCENERY

So, you can expect the scenery to be a little bit more interesting than it used to be (especially in Hawaii...). The cops now drive squad cars and in the later levels it's possible to pick up nitros for your bike. Apart from that though, the design remains basically the same to protect the gameplay.

So prepare to get on your bike once more and battle and zoom your way through such treats as the Arizona desert, complete with "eerie rock formations", a surprisingly green-looking Alaska (which, even more surprisingly, comes complete with lots and lots of not-particularly-heavily-dressed campers in little tents by the side of the road), and a Hawaiian landscape packed with animal life.

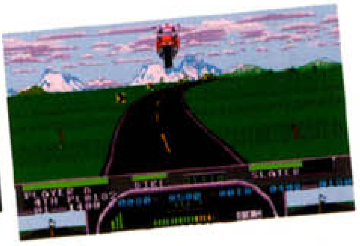


Deer oh deer, what will they think of next, antelopes?



DIABLO 1000 N
It cost 10 grand to add the nitro, and this baby is FAST! And it's RED!
160 HP 350 LBS (IT'S YOURS!
PLAYER A MONEY IS NO OBJECT!

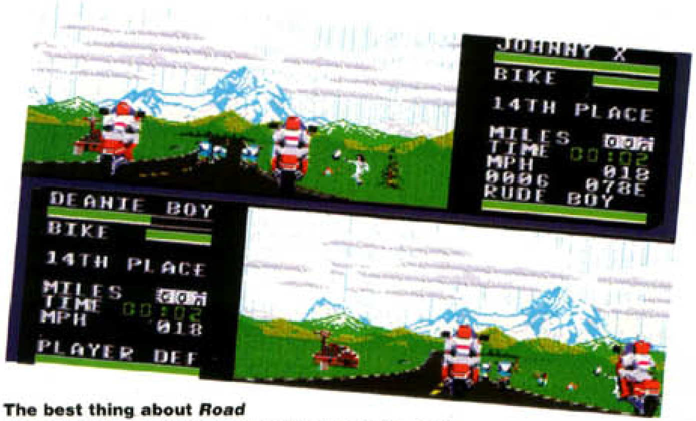
As you can see, this is one serious bike. Check out that BHP



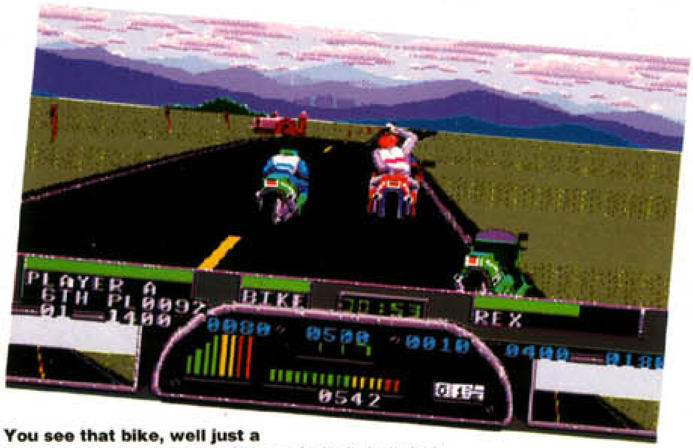
Er, just one question. How the hell do I get down from here?

mes to the conclusion that they tell athon software hunt to bring you all ous and handsome fellow he is

SH 2

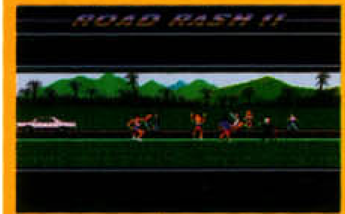


The best thing about *Road Rash 2* is the split-screen two player game – now you've got more than the computer controlled rashers to think about

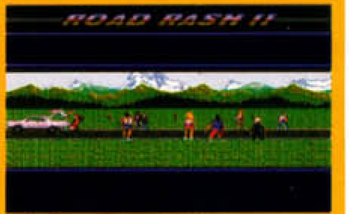


You see that bike, well just a second ago, there was a rider on it. Heh, heh, heh...

AND THE WINNER IS... AAHHH



After the end of one particularly successful race, you ride into town waving to the common folk...



...And crash straight into a common person's car. Well there goes my no-claims bonus

OCTOBER

King Salmon – Sage's Creation
Yes it's fishing simulator time

Mystical Fighter – Dreamworks
It's a mystical fighting game. Simple eh?

Romance Of The Three Kingdoms 2 – Koei
Oh dear! With a title like this it can only be an RPG

Breach – Treco
Action, action and more action. That's what *Breach* is all about

Death Duel – Razorsoft
More death and duels than a lot of death and duely type things

Gemfire – Koei

Sorcerer's Kingdom – Treco

Chase HQ II (Super HQ) – Taito
It's a driving game with a gun. Simple but effective

Crying – Sega
Another shoot-'em-up, but this one promises some weird and wonderful graphics

Metal Fang – JVC
It's a racing game viewed from above. Original, huh? NOT!

Black Hole Assault (CD) – Bignet
Heavy Nova's big brother – bigger and better than ever before

Keeper Of The Gates (CD) – Razorsoft
More blood 'n' gore platform action

Monopoly – Parker Brothers
Come on, you must know what this is all about

Uncharted Waters – Koei
Game idea no 134 – a shipping navigational simulation. Stop yawning at the back

Ninja Gaiden – Sega
The Mega Drive version of that classic platform game that's been on every other console

World Class Leader Board – US Gold
Yet more golfing action for your Mega Drive. Can you handle it?

James Bond – The Duel
Fancy taking on Grace Jones, Jaws and Bones, do you? Then this is for you

Junkers High – Sims
Where are all these driving games coming from (*Chase HQ, Metal Fang* etc)? This one is set in the future and features some well wicked cars

WWF Wrestlemania – Acclaim
See that Hulk Hogan? That's your mother, that is

Land Stalker – Sega
Sega's first 16 Mbit cartridge (yes, I thought it was *Streets of Rage* too) and it's an RPG as well. Surprise, surprise

Dark Wizard (CD) – Sega
Yes it's yet another RPG, but this time it's in 3D (wow), and it's got a big intro sequence

Nobunga and his Ninja Force (CD) – Compile
The people who brought you MUSHA have put their thinking caps on and come up with this CD shoot-'em-up

Rampart – Tengen
This old coin-op finally makes it onto the Mega Drive. Basically a cross between *Missile Command* and *Tetris*, and actually quite good fun

Wonderdog – Victor
The WonderMega game finally gets separated from its mother and appears on the Mega CD. Check it out

Turn over

PREVIEWS

NOVEMBER

Afterburner III – Sega
The game which every CD owner, and indeed everybody else, wants to see

Power Wrestler (Deadly Moves) – Kaneko
A *Streetfighter II* clone that doesn't look too bad, actually

Gods – Mindscape
An Amiga conversion of a not-too-bad platform game

G-LOC – Sega
Another coin-op conversion. What this'll be like without a hydraulic chair in anybody's guess

World of Illusion Starring Mickey Mouse And Donald Duck – Sega
The big follow-up to *Quackshot* and *Castle of Illusion*. Is it any good? What do you think?

The Secret of Monkey Island (CD) – Victor/JVC
Classic PC/Amiga graphics adventure with some really hilarious touches

RBI 4 – Tengen
The fourth in the series all about baseball. It should be good, if you like baseball, that is

HUMANS

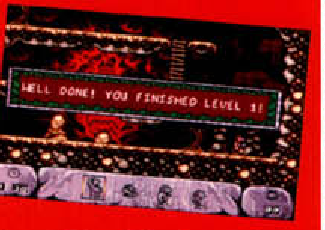
Imagitec • Release TBA

This is a *Lemmings'* inspired game (turn to page 62 of this issue of MEGA for the exclusive review of this much talked about puzzle game), which puts you in control of the whole evolution of the human species (gulp) – not an easy task by any means.

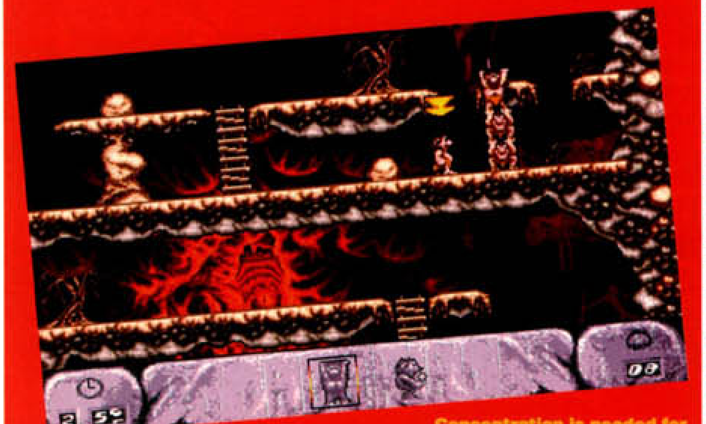
Humans spans a massive 80 levels, throughout which you are confronted with various tasks, such as collecting spears and discovering fire. All these are set within a strict time limit, and failure to "evolve" means that another species of animal gets to win. Progress is made a lot easier if you make all the humans work together – for example, try standing on each others shoulders to reach inaccessible ledges.

The spears which you collect can be used to help you progress. Try using them as poles with which to vault across a lava pit. Similarly, once you've discovered fire, you can use it to burn down bushes or fend off human-hungry dinosaurs. When you evolve to a new level, you are shown an animated sequence that marks your arrival on the latest evolutionary stage.

A lot of forward planning is required in this game and it should pose a real cerebral challenge.



Yes, well done indeed, congrats



Concentration is needed for *Humans*, a game with humour and clever gameplay

RAGNAROK

Imagitec • Release TBA

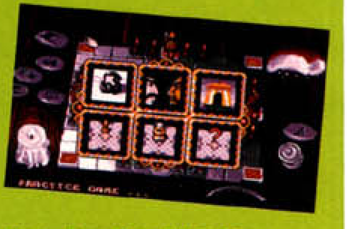
It's strategy time, and when I tell you that this game's a cross between chess and er... something very hard, you know you're in for a real brain-scratching session. It's basically an old Norwegian God game called King's Table.

The game looks similar to chess, but (before you start yawning) there is a novel twist to it. To successfully complete the game, you've got to play both sides one after the other. Play the good guys first, and if you win, try again as the bad guys.

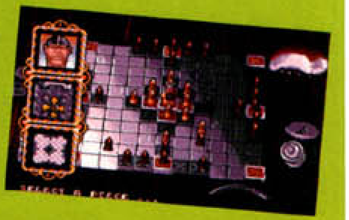
Odin (Norse God supremo) is the man around whom the game revolves. When playing as the goodies, you must guide Odin to one of the four corners of the playing board, but when playing as evil, you must prevent this from happening. Each piece you play has different strengths and weaknesses, which restrict its power and movement over the other pieces.

There are 12 computer-controlled "evils" to play against, and each of these has different characteristics, which include mood swings, an unpredictability factor and varying degrees of skill.

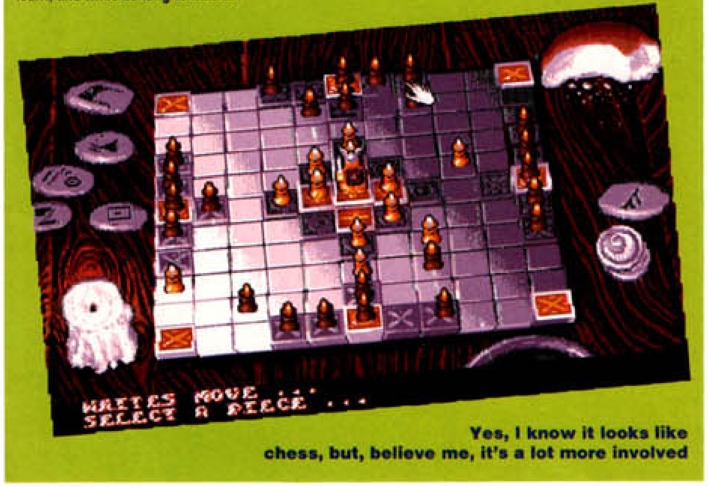
This game will take you quite a while to learn, and twice as long to master.



It's options time. I'd go for the head-to-head, myself



More options. Don't know what they do, but they look nice



Yes, I know it looks like chess, but, believe me, it's a lot more involved

Lemmings – Sunsoft
The classic stop-them-anyway-you-can game that's been on almost every format except Mega Drive – until now

American Gladiators – GameTek
The game inspired by that (let's face it) rather crappy American TV show

Batman Returns – Sega
The game of the film, but unlike most film tie-ins, this one is looking quite good

Chessmaster – Sega
Oh come on. This is a chess game. Simple as that, OK?

Deadly Moves – Kaneco

Ex-mutants – Sage's Creation
A rip-off of the X-Men comics in America. This game should be a laugh

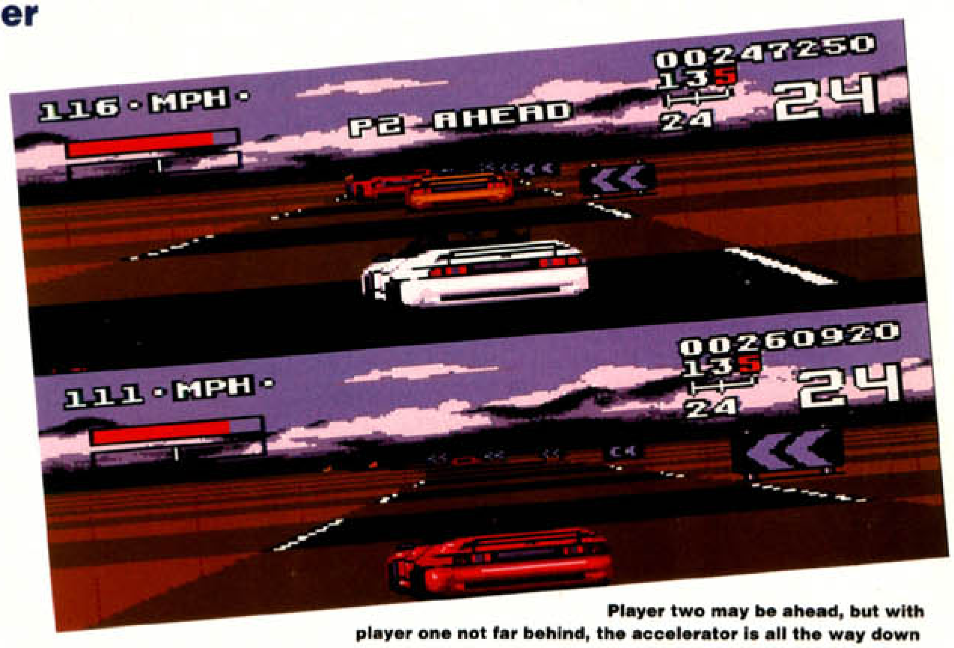
Hook – Sony Imagesoft
Another film tie-in and one that's been around on most formats. Let's hope the Mega Drive version is a bit better than its predecessors

King's Quest 5 (CD) – Sierra
A very big CD title and one that should actually sell the damn thing

LOTUS TURBO CHALLENGE

Electronic Arts • December

EA have acquired the rights to bring Lotus to the Mega Drive. Wahay! What more needs to be said? Except, perhaps, that MEGA thinks this game's going to be a cracker



Player two may be ahead, but with player one not far behind, the accelerator is all the way down

With the exception of the amazing *Road Rash* (see page 28 for news of the sequel to EA's classic two-wheeled beat-'em-up), most Mega Drive racing games to date have been pretty unexciting affairs. The two *Out Run* games, in particular, were guilty of looking good but offering next to nothing in the way of gameplay or lasting challenge.

Certainly, nothing based on four wheels offers anything like the thrills of *Super Monaco GP*, but if you hanker for something with a little less in the way of strategy and complication and a little more in the way of straightforward foot-down high-speed race larks, your prayers are possibly about to be answered.

EA TO LAUNCH LOTUS

The Lotus series of racing games produced by Gremlin on the home computer formats has provided three of the biggest hits in recent years with *Lotus Esprit Turbo Challenge*, *Lotus Turbo Challenge 2* and *Lotus 3 – The Ultimate Challenge*. And now, EA have acquired the rights to bring the phenomenally successful Lotus name to the Mega Drive.

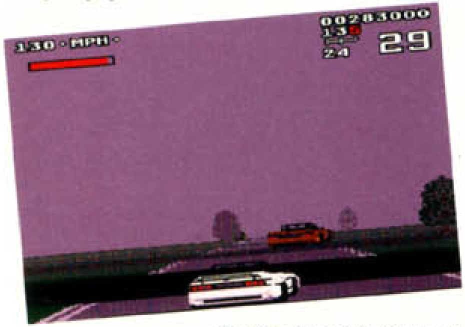
This Lotus game isn't actually a straight conversion of any of the previous titles, being more of a combination of all of them, but it resembles closest *Lotus 2*, which was the fastest-selling Amiga game of 1991.

In *Lotus Turbo Challenge*, you get a series of eight courses to race through, each one divided into several sections separated by checkpoints, which you have to reach before your timer runs out. Each race takes place in a different kind of environment, be it the middle of a lush and verdant forest, along a busy motorway (with cars actually coming at you in the opposite direction!), down city streets by night, or through fog or a violent thunderstorm (*Lotus 2*'s atmospheric weather effects were one of its biggest selling points). Throughout all of this the roads are, of course, packed with dozens of other cars (which, curiously, all appear to be Lotuses too) with the same goals in mind.

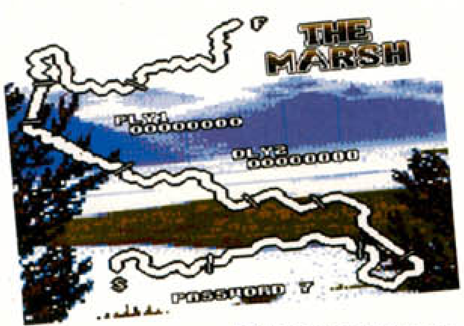
SPLIT SCREEN SUCCESS

Where *Lotus Turbo Challenge* differs from most other Mega Drive racers, however, is that one of those other cars can be driven by one of your buddies, via a nifty split screen which allows you to challenge each other as well as the clock. This brings a whole new dimension and sense of purpose to the racing concept ('cos let's face it, aren't all the best games the ones where you play against another human being? Look at *John Madden Football*, *EA Hockey*, *Speedball 2* and all the rest for the proof), and should hopefully elevate *Lotus Turbo Challenge* to a whole new level of excitement, and stuff like that.

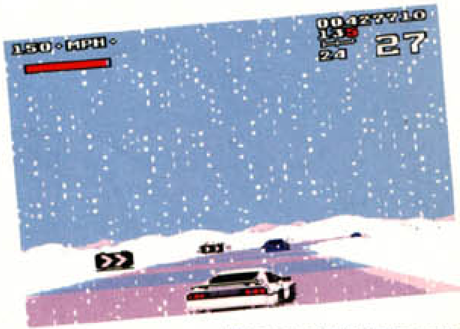
Turn over



The trouble with the fog is that you can't see corners until you're into them



Course seven has plenty of twists and turns and even some marsh



The snow isn't that much of a problem, so put your foot down

RISKY WOODS

EA • December

Another beat-'em-up? A bit of a risk, you might think. Well, not when it's a snappy little game like this

One of the funniest things about being in the magazine business is watching all those "superior" computer fans going into raptures whenever someone writes a "console-style" (ie anything which doesn't require you to read a 300-page manual before you can start playing it) game for their Amigas, PCs or whatever.

A recent example was Electronic Arts' *Risky Woods*, a simple but slick little platformy beat-'em-up – one Amiga mag went so far as to call it "the very best console-esque platform action", which just goes to show what they know about the very best in console platform action! But that's not to say that *Risky Woods* isn't a corking game.

USUAL STORY LINE

The plot's the normal "evil character takes over happy land full of nice people and replaces them with nasty gargoyles" routine. It has a faintly religious theme in that you have to rescue lots of monks who've been turned to stone by a dastardly demon dude called Draxos.

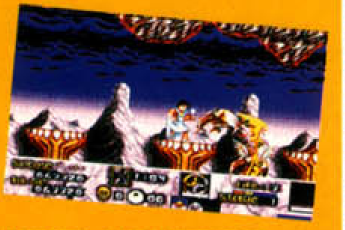
You have to slaughter your way through 12 stages of satanic sorcery, and as you go along you can pillage cash from the bodies of fallen fiends and spend it on improved weaponry and all the standard sorts of power-uppy stuff from the shops which conveniently litter the landscape.

The 12 levels cover all manner of underground caverns, swampy forests and suchlike, separated by big end-of-level boss baddies. Before you can even reach the end of each stage, though, you have to find two sections of some "eye keys", which allow you to pass the toll gates which block your way through each section. This adds a tiny element of adventure to the game, because you can only go back through a level for the space of a couple of screens.

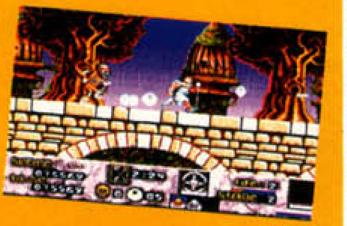
Risky Woods also boasts a few novel booby-trapped power-ups – like the skulls which can turn the whole game upside-down for a while – but basically we're looking at the kind of thing that we've seen lots of times before.

NIFTY PORT-OVER?

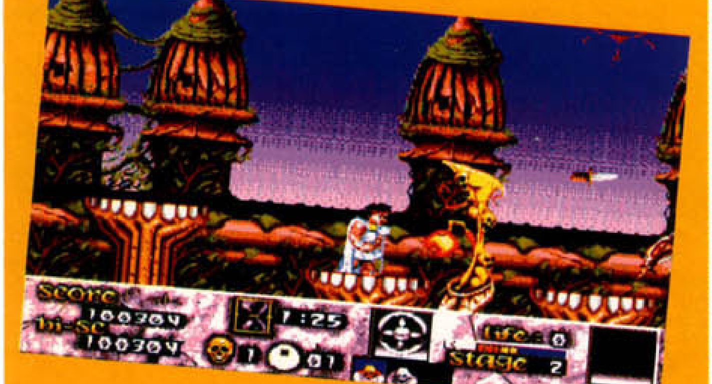
Still, *Risky Woods* attracted pretty high scores when it was released on other computer formats, so we could, therefore, have something pretty nifty to look forward to when it shows up on the Mega Drive.



Now look, I don't know what it is, but kill it anyway. I mean, it would do the same to you



You know, if I were you, I'd check out that guy behind you, he looks dangerous



No, I don't know what it is, but killing it looks a bit risky to me

Tale Spin – Sega
Extremely weird platform game that stars Baloo from the Jungle Book cartoon/film

The Third World War (CD) – Bignet
Serious CD software. You want it? You got it. And it doesn't come more serious than this

Trouble Shooter – Vic Tokai
The American version of a Jap game called *Battle Mania*. Not very good, but things are being changed

Xenon II – Virgin
Reviewed in this issue of MEGA. So what are you doing reading this, go to page 66

Corporation – Virgin
It's set in the not-too-distant future and, boy, is it spooky?

Indy and The Last Crusade – US Gold
What? Yet another film tie-in, oh how original

DECEMBER

Super Shinobi 2 – Sega
Hey, if the first one was good, think what the second one will be like

Final Fight (CD) – Sega
Yes, it's here. Check out the news on page 8

Road Riot 4WD – Tengen
What? You mean it's a driving game with four-wheel drive cars? Well I never

Dungeon Master: Skull Keep (CD) – JVC
The game that launched a thousand clones. Should be a very fab RPG, and that's rare

Hit The Ice – Taito
Not a serious *EA Hockey* beater, more of a fun ice hockey coin-op conversion

Police Quest 3 (CD) – Sierra
More animated adventure games from those boys at Sierra. It should be pretty fab

Space Quest 4 (CD) – Sierra
Oh and here's another one to go with it. Now isn't that nice of Sierra

Stellar 7 (CD) – Sierra
And here they are again, going for the hat trick. Well done lads

JANUARY

Ariel: The Little Mermaid – Sega
It's a Disney licence, so you know it's going to look good. Bet it's a platform game as well

B-Bomb – Sega USA
A sports game with a difference, a guest appearance from Sonic T Hedgehog

Mega Lo Mania – Virgin
World domination or just domination, it's up to you really

FEBRUARY

Another World – Virgin
"Virtual reality" used in its loosest possible term. This one looks amazing

Mic and Mac – Virgin
You're out to save the rain forests with a little help from McDonalds

Superman – Virgin
This time you're out to save the world as a superhero. So, don't take no messin'

PREVIEWS PREVIEWED:

Issue three of MEGA will include previews on *X Men*, *Streets of Rage II* and *World of Illusion Starring Mickey Mouse and Donald Duck*, among other prospective releases. Don't miss this hot section next month. Comin' at you soon......

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REVIEWS

Do I really need to explain to all you intelligent Sega gamers what this page is all about? No, I thought not

Just as Sega games are the crème de la crème of the video games world, so MEGA's reviewers are the crème de la crème of the magazine world. And what have these self-professed experts got for you this month? Take a look below to find everything you could possibly need to know about this month's review section.

SONIC 2

Yip, yip, yahoo! Whoop, whoopetty, hippety, hop, skip jump. Hubba, hubba, hubba, gag, dribble, drool. WHEEEEEEEEEEE... Thud! And with that the MEGA team fainted. Are you as excited as we are about seeing the follow-up to one of the greatest games of all time?

THUNDERSTORM FX

This game used to be an old laser disc coin-op, so what it lacks in gameplay it makes up for in superb animated graphics. Yes, this helicopter combat game looks very impressive but is that enough to make it a great game?

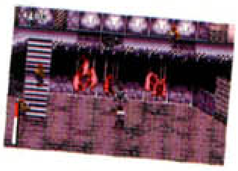
Animated aerial antics in *Thunderstorm FX*

CAPTAIN AMERICA

The Red Skull (a mad German with a massive laser cannon and a ruddy complexion) is planning to blow up the planet. It's up to Captain America and a large group of friends to go round to the Red Skull's place and ask him to accompany them to the station.

PREDATOR 2

What would you do if confronted by an alien who you could only just see and who seemed intent on dismembering you with his vast array of alien weaponry? MEGA would opt for running away, but in *Predator 2* a cop takes on the alien, with a small hand gun. Mmm...



Full review of *Predator 2* appears on page 56

NOVEMBER

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Galahad	65
Xenon II	66

RATINGS

It's the easy-to-read rating system. Take a look.

How many players can play the game at any one time?

Skill levels? Yes please. Here we tell you how many there are

How many lives are you given? And how many continues?

A game with this icon has a password system!

Even better, a game with this icon comes with battery back-up!

Sonic's got 18 but *EA Hockey* hasn't got any. Stages that is

Import carts are shown with one of these logos, from America or Japan

GRAPHICS 9
● ● ● ● ● ● ● ● ● ●

Five game components are rated individually out of ten. Here's what we look for in each:
GRAPHICS: Clear presentation, animation, scrolling, collision-detection, design, speed
SOUND: Music, FX, samples and speech
GAMEPLAY: Movement, control mechanism, difficulty, challenge design and fun element
GAME SIZE: How much does the game offer? Are the levels big? Is there a league option?
ADDICTION: Er, is it addictive?

"What we think of the game, be it praise or a slagging"

WHO'S WHO?

NEIL WEST

A man of many parts is our Neil. Head, arms, legs, torso and many more. Sadly the one part that's missing is his brain. But despite this quite horrendous cranial omission, he can still bumble his way through a decent game and scribble down an adequate review... just!

ANDY DYER

What can you say about this guy. Handsome, intelligent, witty, interesting and sporty? No. He's none of these things. In fact, apart from being quite tasty with a joypad and a decent word processor, all he amounts to is a scruffy, smelly, crushingly boring, beer-swilling nerd.

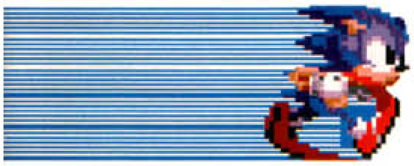
PAUL MELLERICK

Paul Mellerick. Dear, dear Paul. First name Paul, second name Mellerick. Yep, he's your man if you want to hear the truth about a game... and also your man if you want to hear him rambling on for hour after tedious hour about the time he beat Sega champion Danny Curley in a game of *John Madden*. Snooze!

AMANDA COOK

A funny bloke Amanda. Apart from his somewhat feminine name, he also has a rather slim, sylph-like figure. And his voice is a bit high. In fact it's been suggested that Amanda is, in fact, a woman. But one look at that photo of his fizzog on the left should immediately put any doubts to rest.

SONIC THE HEDGEHOG



He's back. But is he bigger or better? In the UK's first review, Neil West takes *Sonic The Hedgehog* out for a spin to find out if his second adventure offers the challenge that the first game lacked

He's back. The second most famous game character in the world (yeah, I said second – but wait until Sonic makes his fifth appearance, then we'll see how Mario shapes up). But what can we expect from the face that single-handedly sold a million consoles the second time around? Let's just take a couple of paragraphs out to refresh ourselves on the history…

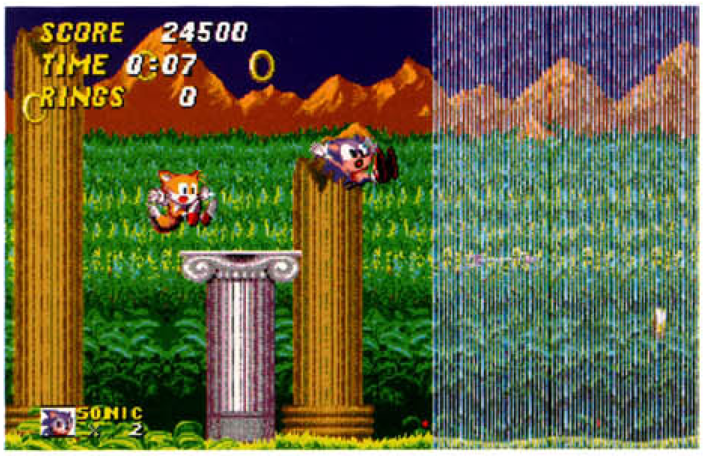
July 1991: *Sonic The Hedgehog* takes the Mega Drive-owning world by storm. He moves like nothing ever seen before, and Sega sit back and smile, confident that at last they've found the game character they've been searching for.

August 1991: Everyone has finished *Sonic* about 300 times and have now started wondering if maybe (just maybe) all the hype was worth it.

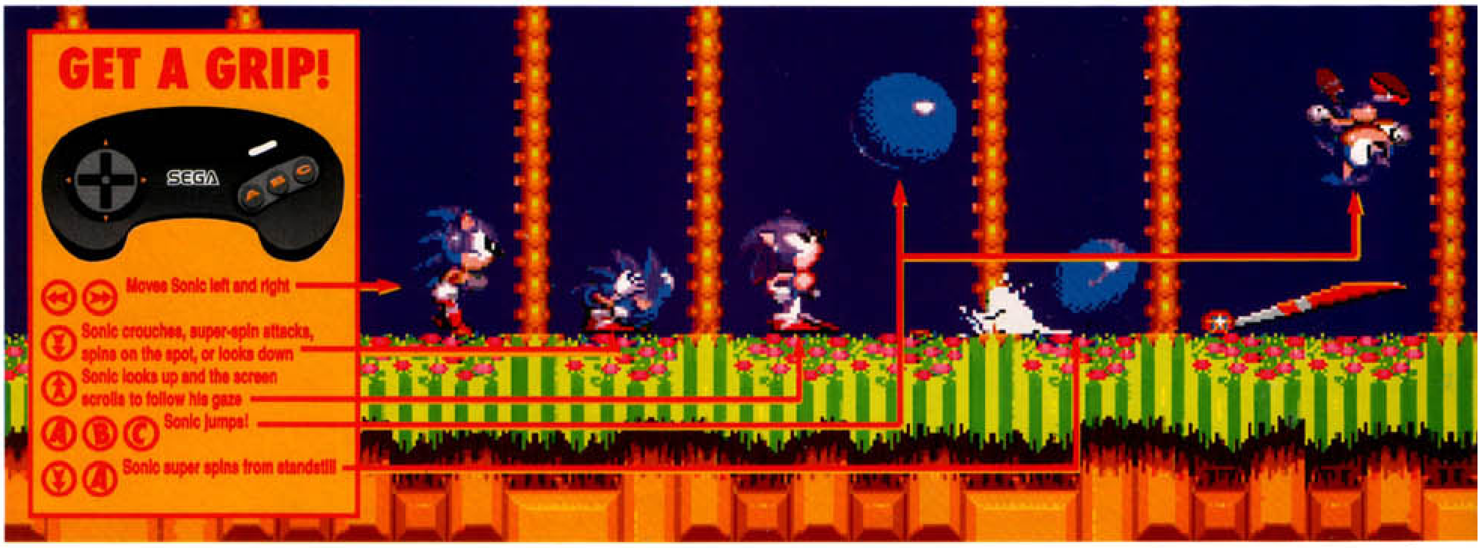
THE GREAT DEBATE

Gamesplayers divided into two camps. Was the original *Sonic* really the best video game of all time? The case for the hedgehog rested solely upon the fact that the game featured graphics you could frame, a soundtrack you could play on your Walkman, and cartoon-quality animation. Couple these jaw-dropping cosmetics with the fact that here was a game with addiction you could bottle (think about that one), and such obvious and immediate playability that

> **The most instinctively playable game around**


SCORE 24500
TIME 0:07
RINGS 0
SONIC 2

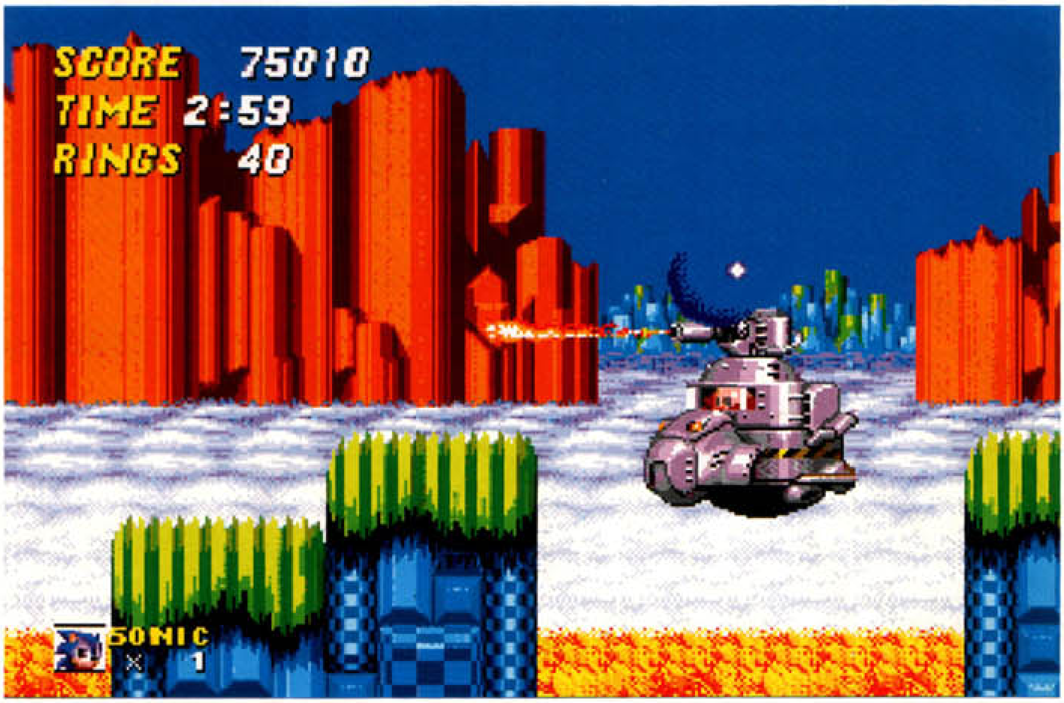
Sonic and Miles Prower (commonly known as Tails, as most of his friends don't get the quite monstrously appalling pun and confusion inevitably leads to embarrassment) come to grief by a waterfall. No rings left – better hurry


GET A GRIP!
SEGA
Moves Sonic left and right
Sonic crouches, super-spin attacks, spins on the spot, or looks down
Sonic looks up and the screen scrolls to follow his gaze
A B C Sonic jumps!
A Sonic super spins from standstill

2

SCORE 63810
TIME 1:03
RINGS 32

As every film buff will tell you, cable cars always lead to disaster



Sonic blends into the scenery, as Robotnik wades in with the machinery. He hasn't wasted this last year, you know

anyone could pick up a joypad and fall in love with the spiky speed merchant within seconds. Surely *Sonic* was just about goddam perfect?

But, argues the case against the hedgehog, what about three hours and £40 later when you've finished the bloody thing? How can a game truly be described as "perfect" (or indeed "quite good") when you can finish it on your first day? *Sonic*, they will world-wearily tell you, was just a pretty-looking game character hyped beyond belief as one of Sega's marketing exercises. Cynics? Maybe. If they're feeling particularly vociferous, they'll argue that games such as *Sonic* deliberately mislead the games-buying public – the type of game made deliberately short to reduce the time between game purchases. Who needs a new game when they still haven't finished their old one? *Sonic*, they will conclude, is like a trip to Disney World. Great while it lasts, but it is only a one-day experience.

But one thing's for sure, *Sonic* caused more arguments than any other pixellated poseur past or present – he's either loved or loathed with equal vehemence by gamesplayers all over the world.

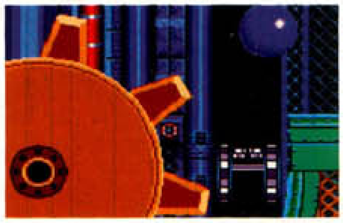
MEGA admires *Sonic* from a technical point of view (that Mega Drive is simply cooking inside) and from a sheer fun-to-play standpoint – surely no one can dispute the fact that *Sonic's* the most instinctively playable game around, even if you've finished it before. (This adds up to the game

Turn over

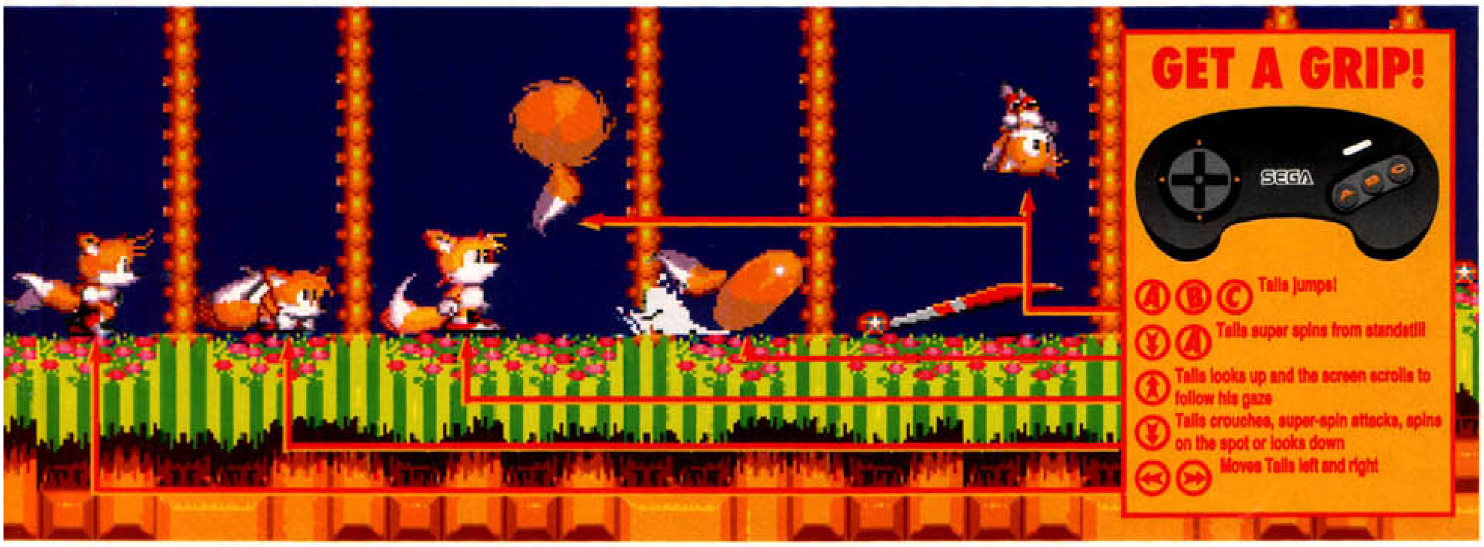
WHAT'S NEW IN *SONIC 2*?

So, you must be wondering what *Sonic The Hedgehog 2's* got that *Sonic The Hedgehog* hasn't. Well, the simultaneous player mode is the major change and the one which everyone's heard about, but is that it? Well, no, actually.

Follow the change boxes which appear over the next four pages for your complete guide to what's new in *Sonic 2*. MEGA checks out the graphics and animation, the number of levels, the end-of-level challenges and guardians, and the special stages, and tells you whether, in the team's opinion, each additional feature significantly improves the game or not.

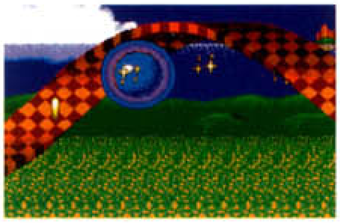


Is it a ball, or is it hedgehog tomfoolery in *Sonic 2?*

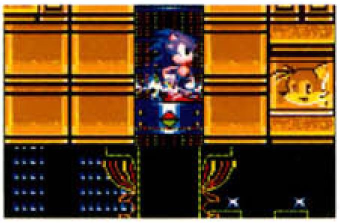


GET A GRIP!

Ⓐ Ⓑ Ⓒ Tails jumps!
↓ Ⓐ Tails super spins from standstill
↑ Tails looks up and the screen scrolls to follow his gaze
↓ Tails crouches, super-spin attacks, spins on the spot or looks down
← → Moves Tails left and right



One of the nicest graphical touches is this corkscrew. If you don't build up speed though, it's plummet time



Well, it's a lift isn't it? You'll be doing an awful lot of travelling round on this sort of thing in *Sonic 2*

earning a number three position in MEGA's all time Top 100 games.) Yes, of course the game is far too easy, but we believe that unlike the majority of games, post-completion time-trials and ring-hunting expeditions give the game's lifespan a much-needed shot in the arm.

Anyway, whatever your opinion on the original *Sonic* game, the fact remains that he's back and determined to silence all his previous critics. He's bigger, he's better and he's brought a pal with him. So let's take a look at the game they're already calling, er, *Sonic The Hedgehog 2*...

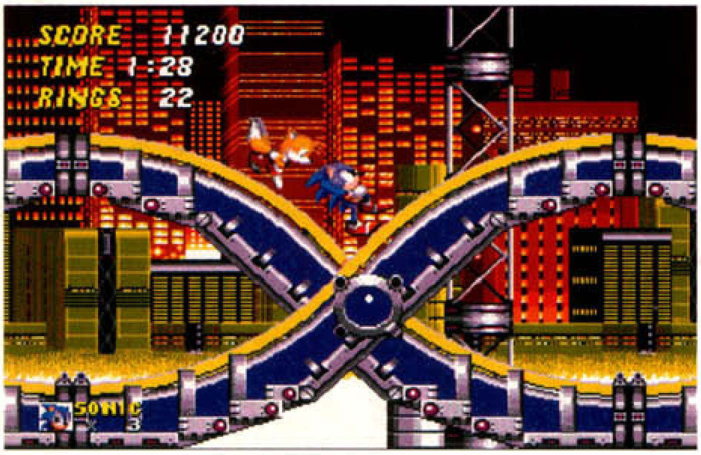
> **The split-screen view isn't brilliant**

A TALE OF TWO TAILS...

Simultaneous two-player action is the BIG gameplay hit on which *Sonic 2's* success or failure lies. Beside this, the game is basically the same as it ever was – only the cosmetics have been changed to protect the programmers from accusations of presenting the same game twice. Actually, that's not quite true – follow the change boxes on these pages for the complete run down of what's new. But, it's a certain character called Tails (real name Miles "Tails" Prower – miles per hour? Get it?) who's going to take the credit or blame if *Sonic 2* breaks all records or bombs out.

Tails is a fox with two tails. Why he's got two tails we haven't the faintest idea, but he looks just as cute and moves just as quickly as Sonic ever did. The two characters are buddies, and although in one-player mode Tails doesn't make an appearance, in two-player mode the fun really starts. Races against the clock in the original game are still great fun (have you finished Green Hill Zone Act One in 27 seconds yet? The world record's 26 seconds), but when you're actually racing against your mate over the same course at the same time – well, it's a whole new experience.

Of course, the real idea is that this



I'll take the high-road, you take the low-road. But who'll finish first?

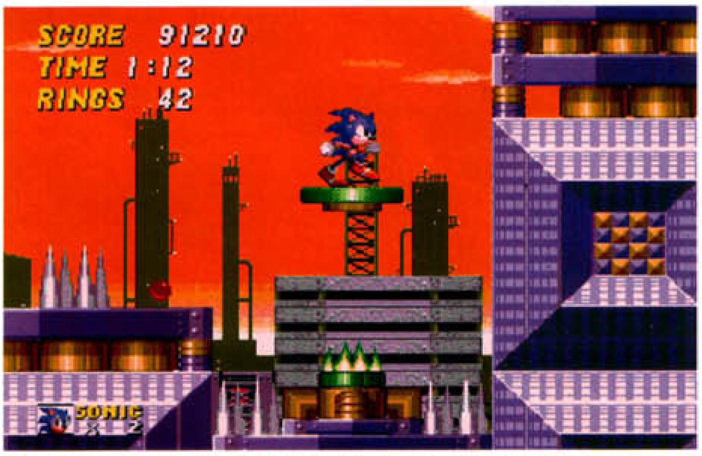
NOT SO FAST... I WANT MY SAY

It's time to lay my cards on the table. I've never been a fan of *Sonic The Hedgehog*. I felt the first game was far too easy and simply not involved enough. The keep-running-right, bumping-into-the-occasional-enemy-until-you-reached-the-end formula did absolutely nothing for me.

Sonic 2 features heaps more neat touches, but most of these are cosmetic. The game looks gorgeous, but where are the puzzles? Where's the challenge to your grey matter? And what's more, where are the enemies? The game gives the impression of being busier than it's predecessor but if anything, gameplay-wise, it's actually simpler and more linear. The added sections, like the 3D race game and the split-screen game, are a blessing, but they're not a major part of the whole package.

Sonic 2 is, perhaps, what the first game should have been. If you loved *Sonic* and want more of exactly the same stuff, then fine. But if you wanted a progression from the original idea, you're not going to get it here.

® *Andy Dyer*



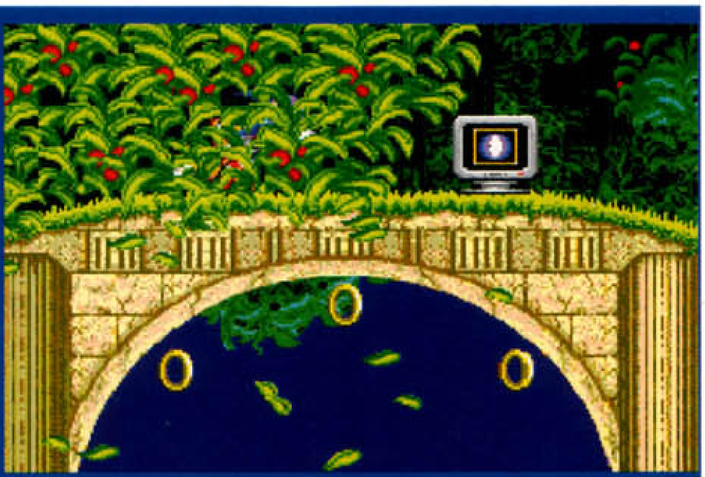
The sound effect that accompanies this exploding platform is superb

BACKGROUND ART?

CHANGE: If any game backdrops and scenery screens could ever be described as truly beautiful, then *Sonic 2's* could. The artists tried to cram so much into the background that some of it fell out into the foreground.

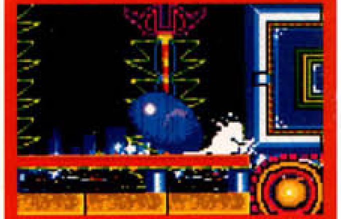
As Sonic and Tails race through some of the countryside levels, they dart in and out of view as they scurry in-between trees, bushes and flowers. As Sonic leaps through low-hanging foliage, leaves are brushed off , which float earth-wards in his wake. The extent of the game's animation and the speed at which it all happens is unlike anything ever seen before on the Mega Drive.

SO?: *Sonic 2* looks lovely. And we're not (at this point) going to start spouting about beauty being only skin deep – *Sonic's* got the game to match the graphics.



Look at that foliage. And, can you see Sonic and Tails hiding away in there?

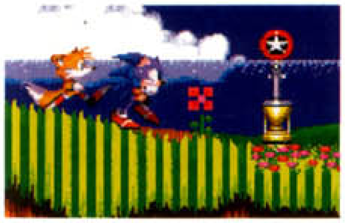
SPINNING ON THE SPOT



Pull down on the pad, press any button and Sonic powers up to a super spin from a standing start

CHANGE: Sonic no longer has to take a run up or make like a skateboarder in a half-pipe to build up speed. All you have to do is crouch, press any button and then release it to send a smoking-Sonic zooming off in whichever direction he's facing.

SO?: The spin adds an extra skill to *Sonic's* gameplay repertoire and serves as the solution to many of the obstacles he'll come across in the later levels.



As before, if you activate one of these, er, things, it acts as a restart point whenever you die. Bliss!

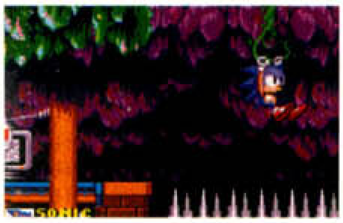
two-player mode gives players the chance to explore Sonic and Tails' world simultaneously – taking it in turns to explore different paths and working out the quickest route from the start to the finish: two friendly companions, helping each other on their mutual quest.

Yeah right. I'm sure you'll all know where I'm coming from when I tell you that the simultaneous two-player mode will be used for head-to-head racing – and racing only. You can either have a full screen two-player game with Sonic located centrally on the screen and Tails able to lag behind or steam ahead. If Tails falls behind, he disappears from the screen,only to reappear as a little helicopter – his little tail acting as a rotor blade. This two-player option isn't up to much really because the players are never more than a few inches away from each other, so even if a really cacky gamer is playing Tails, he doesn't have to try that hard because he'll simply reappear each time he screws up. Let's try the split-screen option then.

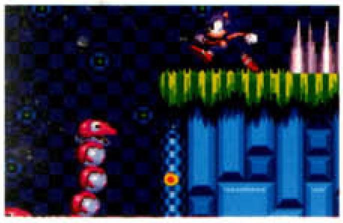
SPLIT SCREEN SHORT-COMINGS

The split-screen view isn't brilliant, but it does the job OK. All that happens is that the height of the screen is squashed to half it's original size making Sonic look as if he's suffered the juggernaut-induced fate of a lot of his slower relatives. Each window follows its respective character.

Turn over



That's it, use the vines to take you up and down through the platforms

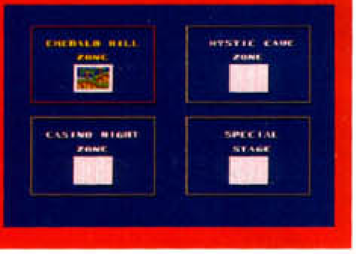


The Loch Ness Monster vs Sonic. Place your bets now please...

36 LEVELS (AT LEAST!)

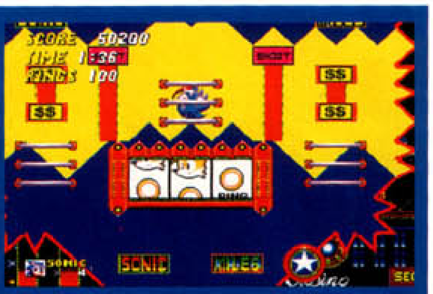
CHANGE: Most of the zones we played had two stages – but some had more. So we're looking at at least 36 new acts to fight your way through.
SO?: That's twice as many as the original game. Doubling the size of the playing area has got to be a good thing.

CASINO NIGHT ZONE 2
SONIC THE HEDGEHOG

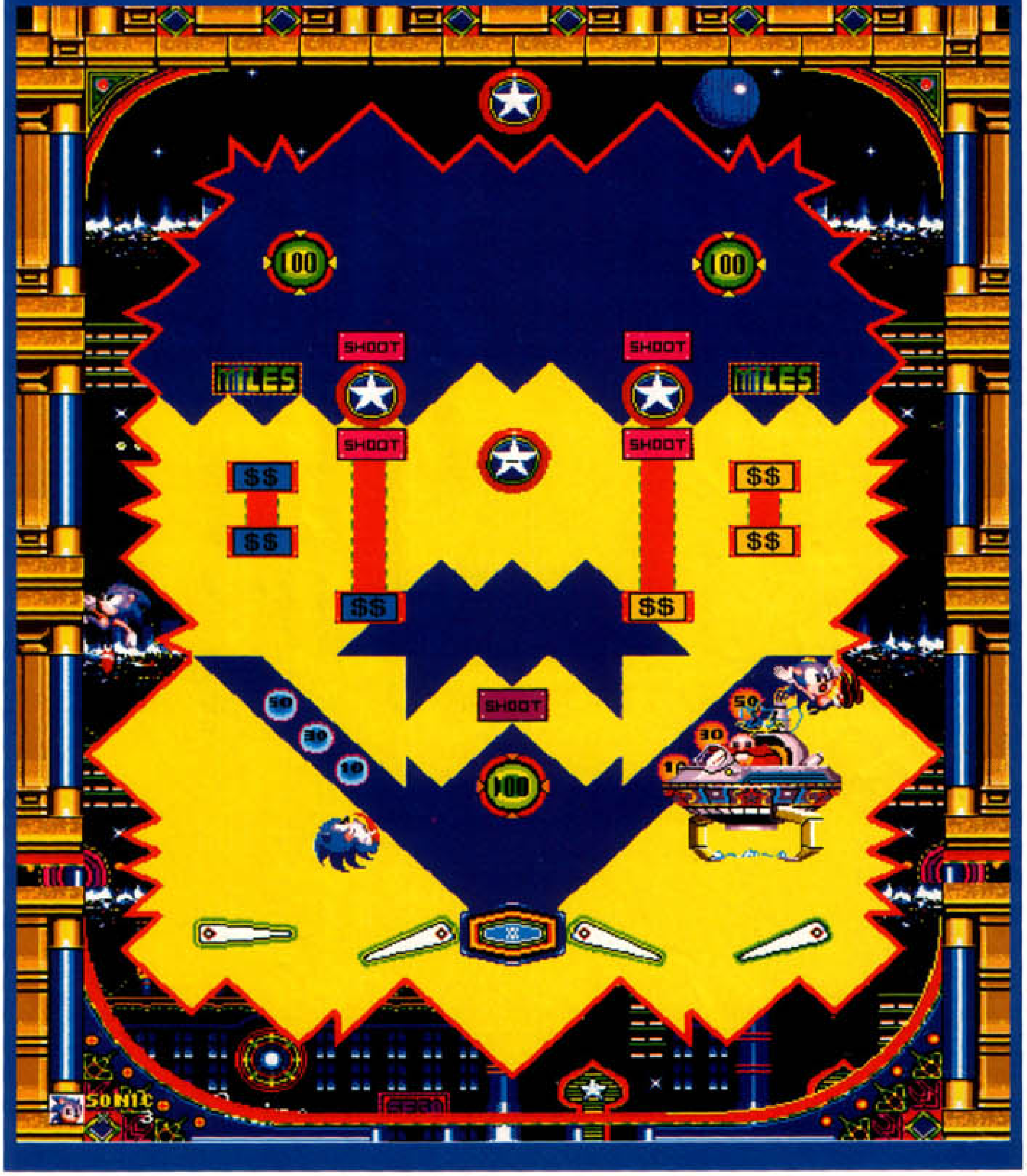


ANYONE FOR PINBALL?

As we've already mentioned elsewhere, the end-of-level challenges in *Sonic 2* are more tricky and more involved than those in the first game. This pinball-type thing is one of the most interesting. As Robotnik whizzes around the base of the screen dropping small spiky, explosive devices Sonic has to do plenty of evasive manoeuvres as well as building up enough speed to climb the sides of the table before launching himself onto the flippers at the bottom. Then he can catapult himself all over the place, preferably getting a few hits on Robotnik as he goes. It's good to see something just that little bit different.



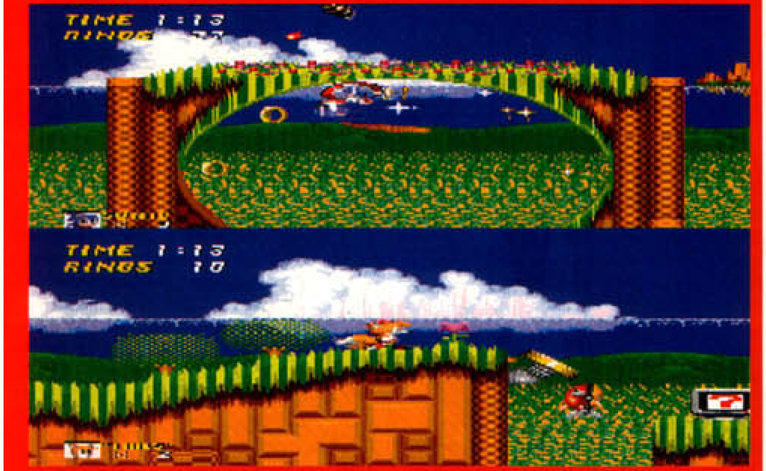
Sonic plays around with pinball-cum-fruit machine to win rings



TWO-PLAYER ACTION

CHANGE: Simultaneous head-to-head action is the name of the game, as Sonic and Tails race it out on the same tracks at the same time.

SO?: The graphics in split-screen mode may leave something to be desired, but the benefit to the gameplay is well worth the visual sacrifice. The potential in two-player games is almost limitless. No matter how good you get at the game and no matter how fast you can complete it, there'll always be someone out there who can do it quicker. This is where challenges can be decided. Classic, fantastic gameplay.



Sonic's at the top and Tails is down the bottom. But who's in front?

It looks a bit poor (and incidentally, slows down horribly in places, but it's pretty much the only way it could have been done. If they'd kept the character size the same and simply reduced the game area shown in each of the two windows, then it would've been impossible to see where you were going: you simply wouldn't get enough warning of any approaching jumps or spikes, so would have to carefully walk the whole level – destroying the whole point of the game.

So it's the two-player mode that will really keep this jaw-dropping game alive long after the one-player game has been finished. Imagine, you and your mate have both mastered the game. Who's really the best? There's only one way to find out...

SINGLE-PLAYER BLUES

But you see what's happened? We're already talking about how the game stacks up once the one-player mode is finished. Yes, it's here that we have to break the unbearable news – the game is still too easy. Call us spoil-sports, party-poopers or whatever, but the fact remains. There may be more levels (18 zones each with 2 acts – that's 36 levels to *Sonic 2* compared to the 18 in the original game) and yes, they may be slightly tougher but it still is disappointingly easy.

The MEGA team came close to finishing the game (albeit without the emeralds. See, we're man enough to admit it) in the first day. Now, this is a disaster, there's no getting away from it, BUT (and don't anyone accuse us of pulling our punches. We may only be on issue two but you should know by now that if a big-name game deserves a kicking, it gets one) there are a few mitigating circumstances…

In that first almost-winning run, we didn't come anywhere near to exploring all the alternative routes, searching for all the secret passageways, working out how to collect all the rings or finding the quickest route from start to finish. We just blasted through as quickly as we could.

Now, this sort of approach isn't possible in most games – once it's finished, your conventional platformer, shoot-'em-up or beat-'em-up truly is dead and buried; there's no reason to come back for more. But, it's unfair to say the same about *Sonic*.

> ***Sonic 2*'s only Achilles' heel is the lack of real challenge**

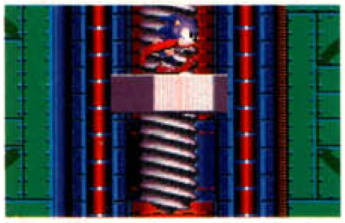
NOT SO FAST... I WANT MY SAY

Sonic's back but what's changed? Other than the tweaked graphics, cute sound, an amazing special stage and some new traps and obstacles for Sonic and Miles to get past, this really is just a turbo-charged version of the original, and anyone who's looking for special levels, secret pathways and anything remotely different to the original is going to be severely disappointed.

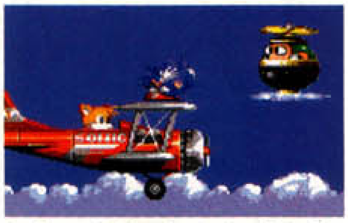
But what Sega have done is put right what was wrong with the original. The levels are now massive (some at least five or six times bigger then in the original) and they're multi-layered too (it's possible to venture into the scenery at times). The bad guys are easy on the first two levels, but the further you get, the harder they get. When you get through to level 15 or so, you'll come up against some real gits.

So to sum up, *Sonic 2* is (in my opinion) bigger, harder and nicer looking than the original. In short, it's everything that you expected – but no more.

® Paul Mellerick



One of the very few puzzling bits in the game. How do I make this move?



Sonic and Tails take to the air in the penultimate level. Chocks away!

NOT SO FAST... I WANT MY SAY

Let me first say that if you haven't got *Sonic The Hedgehog*, this is an absolute must. Unfortunately, those of you who have played this game's predecessor may not be entirely impressed with this.

It must be said, the graphics are stunning – there's so much detail and variety. There are loads of brilliant little visual touches that have been added, and the movement throughout is so much smoother this time around. On top of this, the levels are so much bigger than in those in the first game. They're absolutely huuuge (and there are more of 'em too).

The trouble is, beneath all this gloss, you basically have pretty much the same gameplay. There's not a lot of exploration to be done, just continue in vaguely one direction and eventually you'll come across the end. A lot of people seemed to like this style in the first game, so for those, *Sonic 2* will be just the ticket.

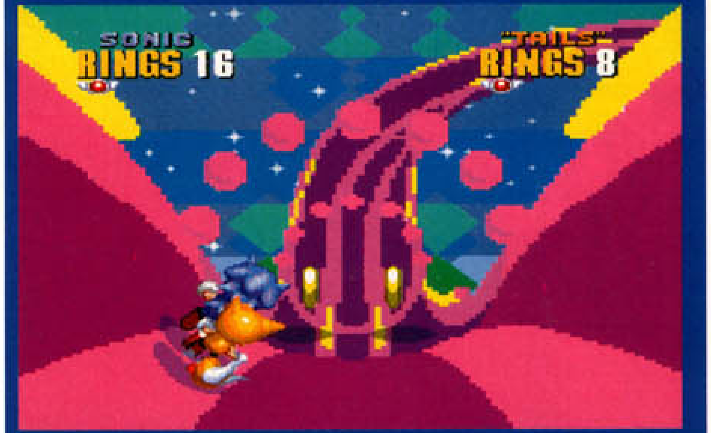
The neat little simultaneous two-player games are fun for a while too, but overall, I'd hoped I was going to be gob-smacked. Instead I'm just pleasantly surprised.

® Amanda Cook

THE SPECIAL STAGE

CHANGE: Remember *Stun Runner*? Well *Sonic 2's* special stage is the nearest the Mega Drive comes to this coin-op. Take a butcher's at the screenshots – now imagine the road rolling towards our two heroes (as they frantically try to grab more rings than the other) as fast and as smooth as the rest of the game – it's a bit like a bobsleigh run really, except without the bobsleighs (ahem).

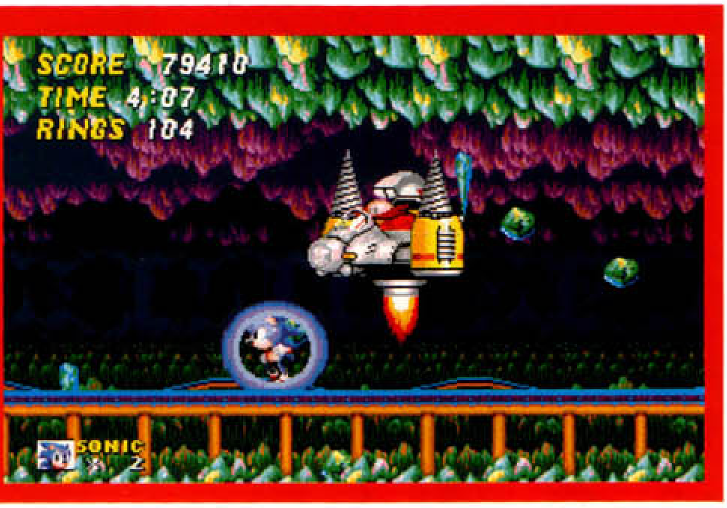
SO?: Looks lovely, but doesn't match the original's stage in terms of skill demanded. The two-player mode adds an extra dimension but this is the only aspect of *Sonic 2* that could be described as merely cosmetic. Shame.



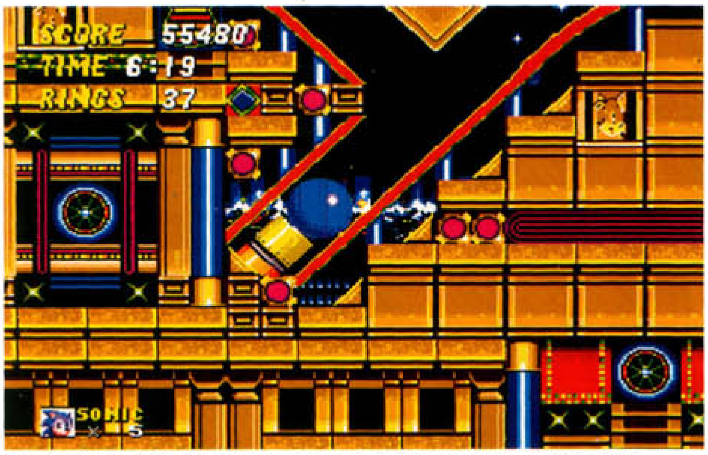
The 3D special stage looks gorgeous and moves surprisingly well. But it lacks any real substance. Still, it's another string to *Sonic's* bow

TOUGHER GUARDIANS

CHANGE: OK, so to start off with Dr Robotnik is still a pushover, but things get tougher quickly. As Sonic gets further into the game he'll come up against some seriously tough obstacles and some seriously tricky encounters with the evil Doctor.
SO?: Anything that adds to the time it takes to complete *Sonic 2* has got to be a good thing. Couple the increased difficulty setting to the reduction in the ease in which continues can be won in the special stage, and the game's life's expectancy rockets.



Those drills on Robotnik's ship rotate. Time your attack wrongly, and you'll get one up yer botty



The Casino level is like one massive pinball table, and you're the ball

There's also the point that if you're enjoying it enough (and *Sonic 2* truly is a joy to play) then most games can be sorted out in a day's solid playing – it's just that very rarely do you find a game that's so addictive to make you keep coming back for more with such determination.

So there it is. *Sonic's* back with a bigger game challenge, yet faster ground-breaking scrolling routines, more amazingly intricate backgrounds, cleverer animation tricks, badder baddies, a buddy, a gob-smacking special stage, spine-tingling sound FX and… well, everything the original had and more.

THE BEST GAME EVER?

Sonic 2 is a wonderful game. The moment you start playing it you'll be completely hooked, and that's why it's a classic. Just because the game looks so lush people will accuse it of being superficial – don't listen to them. It's like saying that top models are all thick. Beauty and playability (I'm talking about video games now, not top models) are two completely different elements, it's just a shame that, so often, a lack of gameplay is masked behind some groovy parallax and smart scrolling routines.

Sonic's only Achilles' heel is the lack of real challenge. Just like the original, hardened gamesplayers will race through the game in a matter of days. But they'll love every minute of it and come back for more. That's why this game is a classic – in every sense.

® *Neil West*

Cripes! This is getting really good. Next level plea… Oh, I've finished

PUBLISHER: Sega

PRICE: £39.99

RELEASE: November

CARTRIDGE: 8 MBit

CONTACT: Sega: 071 727 8070

Play as Sonic, Sonic and Tails together or separately

No levels of skill, it just gets harder the further you get

You start with three lives but you can earn more

No battery back-up or password, a real challenge

At *least* 36 (count 'em) double the amount from last time!

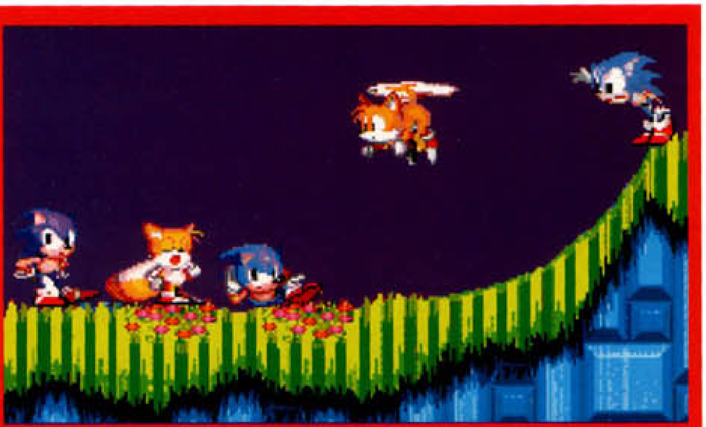
GRAPHICS ●●●●●●●●●●	**10**
SOUND ●●●●●●●●●○	**9**
GAMEPLAY ●●●●●●●●●○	**9**
GAME SIZE ●●●●●●●○○○	**7**
ADDICTION ●●●●●●●●●●	**10**

"Sonic 2 is pure, top grade video game entertainment. No one should miss it. Fight for a copy"

94
PERCENT

EXTRA ANIMATION

CHANGE: Just look at these new features. As well as speeding the whole game up, Sega have added yet more crazy animated sequences to *Sonic's* repertoire. Both Sonic and Tails move like nothing you've ever seen before. Then of course you have Sonic's new moves, like spinning from a standing start and tumbling through the air when using a spring board. Lovely.
SO?: The better a character looks, the more pleasant the game is to play and the more easily you'll find yourself slipping into that hypnotic "fantasy game world" state. This is top-rate stuff. It's faster too, and from the time you first switch on your Mega Drive to play it you'll be bowled over by this graphical masterpiece.



Sonic and Tails are beautifully animated throughout the whole of *Sonic 2*

THUNDER STORM FX

Don't these screenshots look fantastic? They move like a dream, too. Mmmm. So why does Neil West have to spoil everything by reminding everyone that beauty can be only skin deep? 'Cos it's his job

As any of you who were really paying attention last issue will remember, we gave *Prince Of Persia*, our first Mega CD game, a bit of a pasting (in fact, 41%'s worth of a pasting) for making absolutely no use whatsoever of the top-notch technology available to it. Our second Mega CD title has no such flaws.

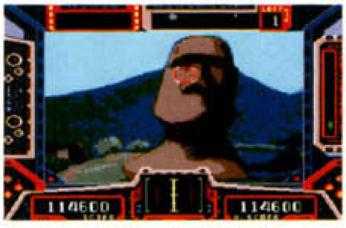
> **Your jaw will drop in amazement at the movie-quality animation**

STORMING AHEAD

When you load up (the more things change, the more things stay the same, as anyone who remembers the Sinclair Spectrum will tell you) *Thunderstorm FX* for the first time, your jaw will drop to the floor in amazement at the movie-quality animation on display in the lengthy intro sequence. And yes, we really do mean movie-quality. In fact, the movie we mean specifically is the awesome Manga cartoon *Akira* – the big, bold explosions, the liberal splashings of colour, the dynamic speed-blur effect of rockets firing and all that kind of palaver – they're all present and correct in the intro of *Thunderstorm FX*. The really, really impressive thing, though, is that once you start the actual game, the graphics are exactly the same...

Unfortunately, that's a bit too literally true. Not only is the graphic quality of the game the same as the intro, the level of player interaction is disturbingly similar as well. This isn't so much a problem with the Mega CD itself, but the original coin-op on which *Thunderstorm FX* is based.

If you remember the old laserdisc coin-ops, like *Dragon's Lair, Space Ace* and lots more besides, you'll be familiar with the concept of a game which appears to play itself for about 90% of the time, only calling the player into action at certain intermissions in the proceedings to perform a simple joystick move, which if done correctly, lets you move on to the next bit of the game, or if done incorrectly, results in your instant death. They were great to look at, but really didn't offer much in the way of gameplay.

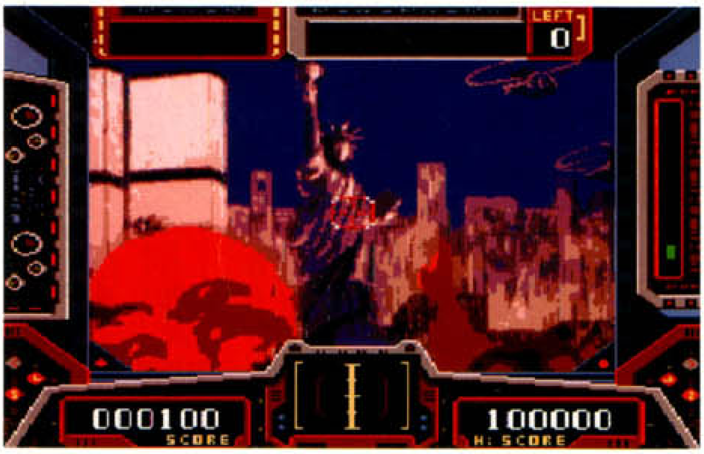


Level four and you've made it through to Easter Island. Work your way around the Island to the base

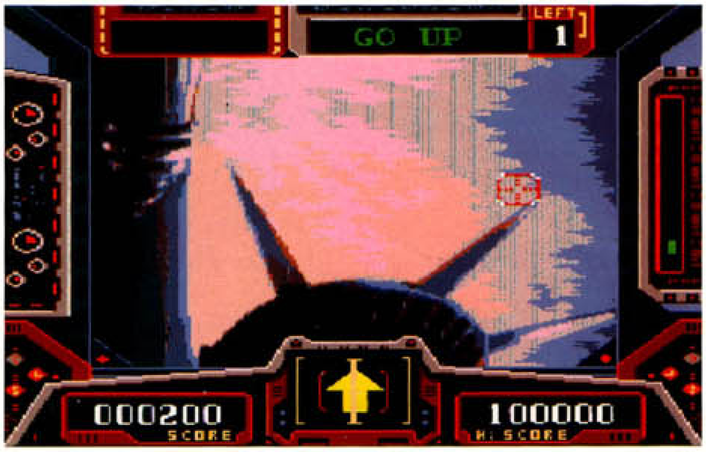
Next came the second generation of laserdisc games, like Atari's awesome *Firefox* and the game on which this is based, *Cobra Command*. Things are now slightly improved gameplay-wise in that all the way through the game you can wiggle the joypad around and have some sort of effect on what's happening onscreen, but since all it actually lets you do is move a gunsight which only lets you shoot things the Mega Drive feels you should be allowed to shoot, it's still not all that interactive. This is getting a bit confusing, isn't it? Let's explain properly.

GAMEPLAY GUIDANCE

In *Thunderstorm FX*, your Mega CD takes you through a predefined (although beautiful) action sequence. At certain points, the screen will helpfully suggest



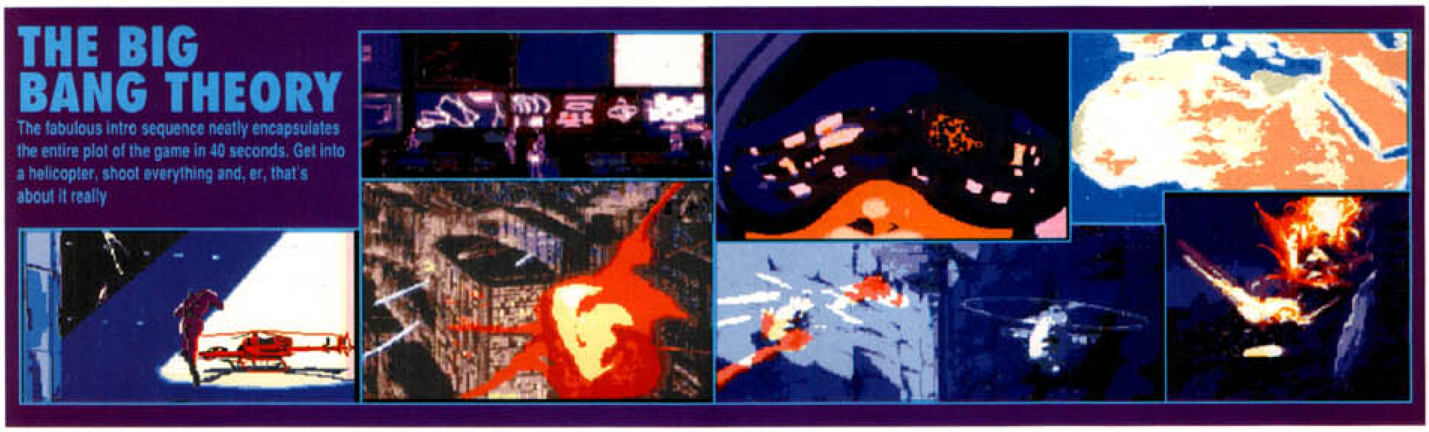
"And if you take a look out of your window to the right you'll see the Statue of Liberty...and several heat-seeking missiles...arrrgghhh! INCOMING!"

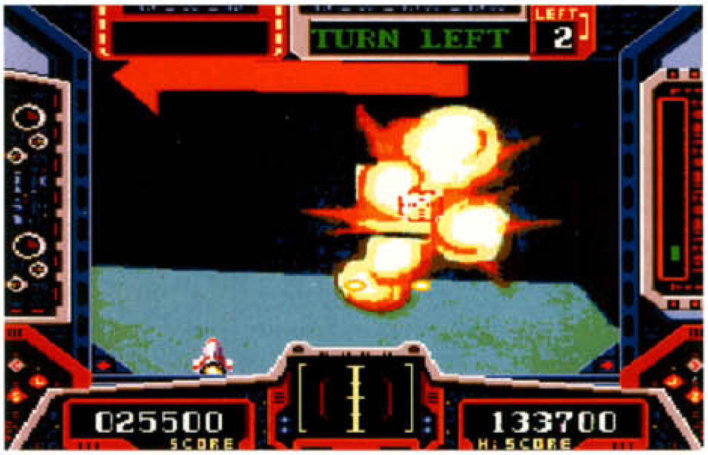


"Now if I'm reading this right, I think the next move would be a slight press upwards on the joypad. Yes? Alright then here goes..."

THE BIG BANG THEORY

The fabulous intro sequence neatly encapsulates the entire plot of the game in 40 seconds. Get into a helicopter, shoot everything and, er, that's about it really





Don't stand there looking at that explosion, just get ready to turn

(accompanied by some excellent sampled speech) that you should "GO UP" or "GO RIGHT" or whatever, at which point holding down the joypad in the appropriate direction until the screen stops telling you to do whatever it is you were doing, will allow you to continue. Miss the move, or release the pad too early, and you'll crash horrifically into something and get a chance to watch one of the rather lovely animated death sequences.

OK, so in a way, it *could* be said that you're actually "piloting" your chopper, but don't believe it. No matter how many times you try it, you'll always miss the Statue of Liberty's head by the same number of heart-quickening (but only the first time) inches, or not at all. All you do is trigger the execution of pre-set animated sequences.

In addition to all this, many enemy targets (also in a predefined sequence) attack you as you progress. You can only shoot them when your on-board computer locks on to them (you can blast away all you like before they're named as a target, but it won't have any effect), at which point you have to manoeuvre your onscreen gunsight to bring them down with gunfire or missiles. Miss your shot, or don't make it quickly enough, (or fail to work out exactly what you're supposed to be shooting at in the dramatic-but-sometimes-too-dynamically-messy-to-see-properly blur of action in front of you) and you'll be blown unceremoniously out of the sky

Oh dear! I don't think we were quick enough on the fire button that time, were we? Try again

LIKE BEING AT THE MOVIES

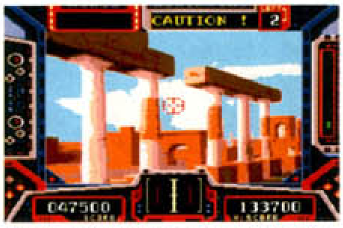
And there you have the gameplay in its entirety. For a large amount of the time, you just sit back and watch what's going on. Survive nine (pretty short) levels of this without waving bye-bye to all your lives and continues, and you've won. Hmm.

So what else do you need to know? Well, although you've probably figured the standard of the visuals out for yourself already, how about telling you how good the little movie sequences actually are, just for starters?

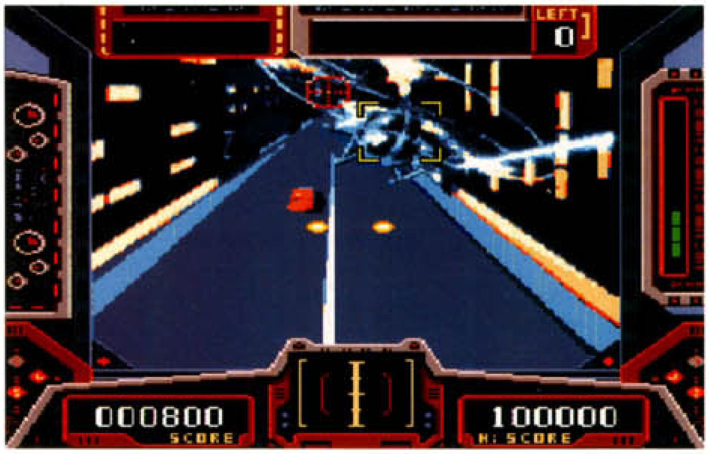
Well, the answer to that one is, "They're pretty good". Oh sure, the graphics and animation are the most totally impressive thing you've ever seen on your monitor screen, but show any of this to Barry Norman and he'd laugh you out of court. It all moves beautifully, but the effect is like a really badly-cut porn movie (or, er, something) – the action leaps from place to place occasionally with no immediately obvious explanation or linkage, and it can knock holes in the atmosphere which is otherwise immense.

The biggest reason for this is the soundtrack – it's truly top-drawer

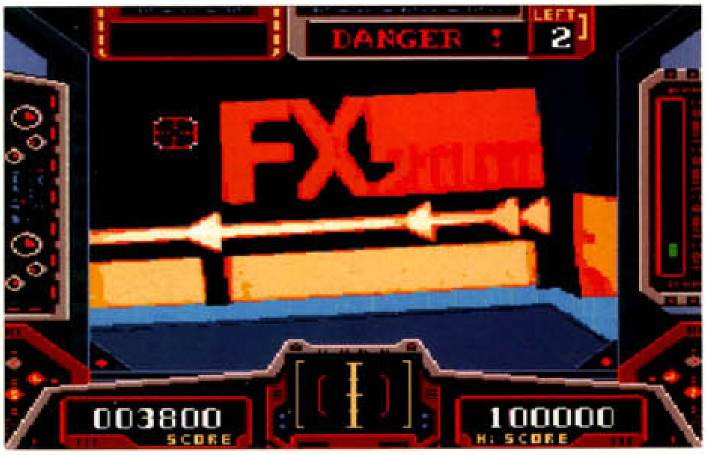
Turn over



Rome – but there's not enough time to stop and go sightseeing, you've still got five levels left

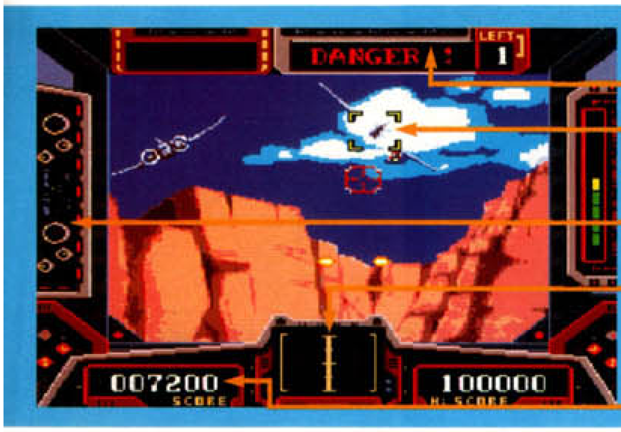


"Hello, Gunner. This is your captain speaking. The rest of the crew would like it very much if you fired the Vulcan gun. NOW!"



Danger indeed. Can you, the cream of the air force helicopter division, possibly manage to avoid this billboard?

FROM THE COCKPIT



This bit either tells you which way to go when you have to turn, or helpfully announces "DANGER!" when something's about to blow you out of the sky

...like this. Don't just stand there, shoot it!

...with this gun, perhaps. Be careful it doesn't overheat, though

Just in case you can't read or something, a big arrow appears here when you have to make a turn, pointing in the appropriate direction until you've completed the manoeuvre

Blimey, not doing very well, are you?

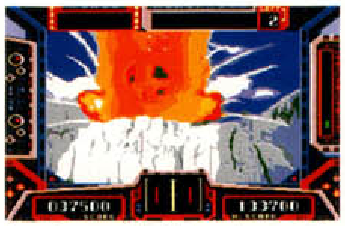
stuff, all crackly intercom messages, butch booming voices relaying instructions and gung-ho exhortations to go for it and kick ass and all that kind of stuff, together with the heavy whup-whup-whup of rotor blades and seriously meaty explosions. In fact, if you've played the brilliant Namco coin-op *Starblade* (which isn't, come to think of it, altogether a million miles away from *Thunderstorm FX* in concept, just a lot more smoothly executed and a lot more interactive), you'll already have a very good idea of what to expect from this, sonically speaking.

> **Unless you've got a useless memory, you'll finish it really quickly**

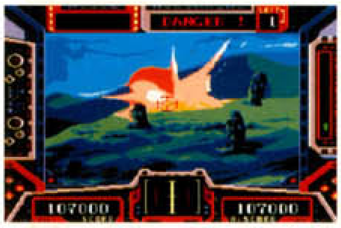
So that's the graphics, sound and gameplay pretty much covered. What's left? Oh yeah, the important bit – is it actually any fun? Well, yes it is. Although it's a very limited idea, the very simplicity of it, and specifically the way everything always happens at the same place and the same time every time you play it, means that it's very easy (in the short term at least) to get yourself addicted to it – whenever you get yourself killed, you know that all you have to do to get past that bit next time is remember what happened and be ready for it, and that always seems like an easy enough thing to manage, so you have another go. The trouble is, that's also the game's downfall. If you do get addicted, you'll persevere solidly for a couple of days and, unless you've got a really useless memory, you'll get to the end equally quickly.

Since the main grabbing point of *Thunderstorm FX* is the urge to get on and see the next amazingly impressive bit of animation, once you've seen all the amazingly impressive bits of animation, the compulsion to play disappears almost instantaneously, and at a cost of around £40 this is a pretty expensive couple of days' amusement. Ideally (and hey, it'll be Christmas before you know it), spend someone else's money on this. It *does* look bloody good though...

® Neil West



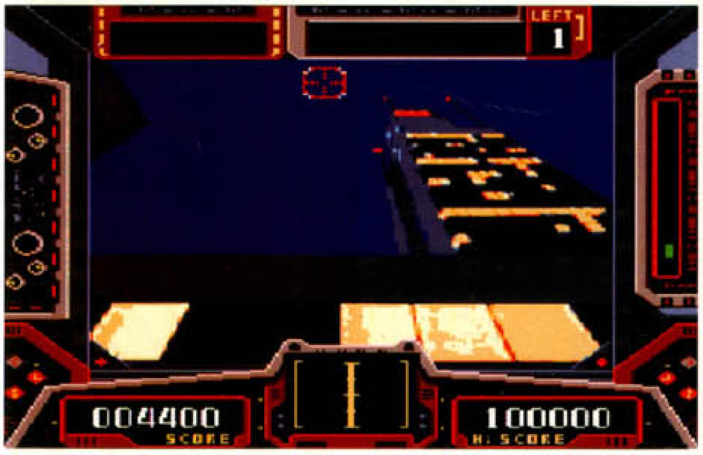
See, do your job right and you get to watch the local fireworks display – how nice



Long-range firing may be safer, but you have to be a damn sight more accurate. Good luck

WARNING

This Mega CD game is a Japanese import and, therefore, it will not work on an imported American Mega CD. Nor will it work on an official UK Mega CD (when Sega finally gets round to releasing the beast). If you don't already own a Mega CD, then we recommend that (for the sake of software availability in the future) you wait for an official one.



"Ooooh! I don't like these heights, it's too much. Noooo stop. Oh dear, I don't suppose anyone is carrying a spare set of underpants, are they?"

GET A GRIP!

⊖ ⊖ ⊖ ⊖ Pilots your ship, when necessary, and targets your cannon and missile. You'll have to be quick for this one

Ⓐ Fires cannon

Ⓑ Fires missile

Ⓒ No function

PUBLISHER: Wolfteam (IMPORT)

PRICE: £40 (SEE IMPORTER)

RELEASE: Out now

CARTRIDGE: Mega CD

CONTACT: Telegames: 0533 516861

One player only

Two levels of skill – normal and advanced

Three to five lives, variable through options menu

No battery back-up and no password

There are ten stages from New York to headquarters

GRAPHICS	10
SOUND	10
GAMEPLAY	3
GAME SIZE	7
ADDICTION	7

"It looks absolutely beautiful, but it's a memory test rather than a game. Simple enough to be addictive, though, and worth a look just for the sheer 'Gosh, wow' factor"

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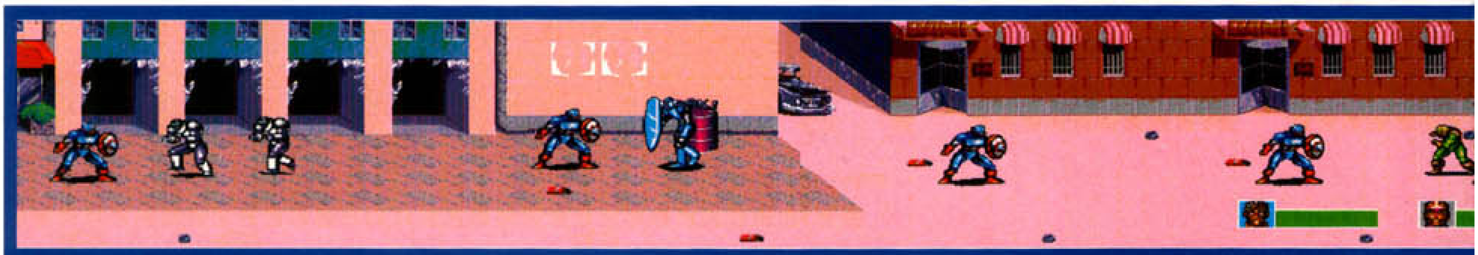
CAPTAIN AMERICA AND THE AVENGERS



Okay, let's show you what's what, by taking you all the way through the first level as Captain America. First stop, these two goons

The guy with the shield is the first real problem you'll come up against. Give him a few quick punches and a jump kick for good measure

As the screen scrolls on, you'd best collect some of those things that are lying on the floor. You never know, they may come in handy

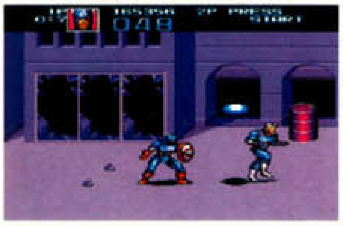
See, I said you should have picked something up. Here we have the mid-bosses for level one. Take them out one at a time. It's easier that way

Avengers assemble! What the hell am I talking about? All you comic fans will undoubtedly know the difference between the Vision and the Cap, but to everyone else, I might as well be talking about a make of sunglasses and a contraceptive device. Still confused? Then read on...

The Avengers are a bunch of superhero comic-strip characters who have (are you listening?) *absolutely nothing* to do with the '60s TV series of the same name!

These chaps have been around for donkey's years and their line-up changes more often than that of the English football team. There have, however, been a few faithfuls who now make up the cast of *Captain America and the Avengers*.

The game itself is yet another coin-op to Mega Drive conversion, but it is the first of the very popular simultaneous four-player games (*The Teenage Mutant Ninja (Hero) Turtles*, *The Simpsons* and the like) which have graced arcades over the past couple of years, to take to the Mega Drive.

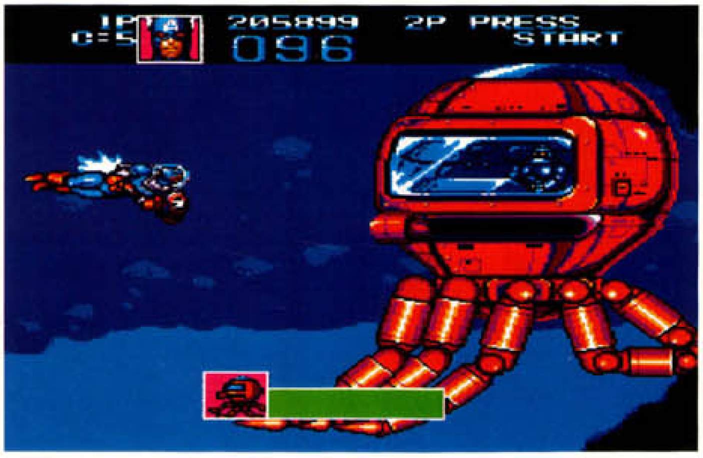


"Cheers, mate." Quicksilver lends a hand and drops a blue disc giving you ten much needed energy points

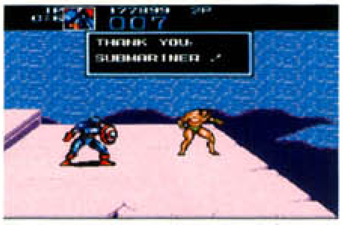
OUT FOR REVENGE

Unlike the original coin-op version which had a four-player simultaneous option, you can only have a two-player game on the Mega Drive. You do, however, have the opportunity to choose which character you want to be, but two players can't be the same character in game.

You take control of either the Captain (Cap to his mates) or one of three other Avengers – Vision, Iron Man and Hawkeye – in a desperate fight against evil. Evil in this particular case comes in the shape of Captain America's oldest enemy, the Red Skull. This evil skunk has made several previous attempts at world domination, all of which have been unsuccessful, primarily due to the timely interference of Captain America (and occasionally that of other superheroes such as Spiderman and The Incredible Hulk).



This underwater thingy has two different modes of attack. So while you watch the tentacles, keep an eye out for his mouth-type laser gun, which fires five laser beams at you. Just swim through the gaps

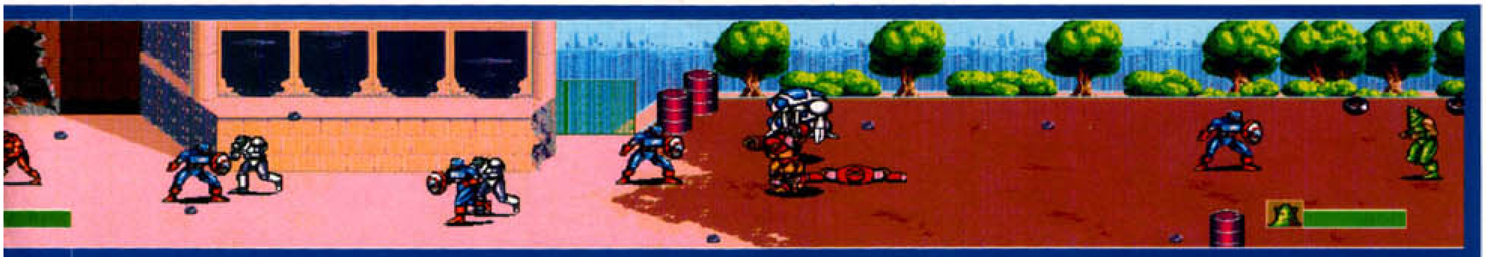


THANK YOU, SUBMARINER !

These superheroes are a helpful bunch, first Quicksilver and then Sub-Mariner. Thanks me old mucker

This time, however, old Skully has got reinforcements in the shape of superbeings, who have been brainwashed into helping him out. And with their back-up, the ranting Red Skull is hoping to fire his super Laser Cannon earthward, in yet another attempt to destroy the planet. (Well, if you can't get world domination, I suppose it's inevitable that one day you'll get so narked that you'll want to blow the whole bloody lot up.)

So, having established that prevention is better than cleaning up the mess afterwards, you have to try to reach the



More goons for Cap to deal with. A quick whack around the head with the shield should do the trick though. Now move on

Hey, where did you come from? Get rid of this last goon and prepare for some serious fighting, and I mean serious

Just as the scenery starts to get pleasant, all hell break loose. Jump-kick the flying things and knee-butt anything on the ground

Here he is, Robbie the Robot. Don't be put off by his looks, he's a wimp. Just use your shield and he won't be around for long

Laser Cannon before Skully gets his scabby hands on it. In the guise of your chosen superhero, you work your way through five levels or "scenes" dealing with armoured Red Skull followers and the very big and very tough superbeings at the end. Don't worry, though, you're every bit as "super" as they are.

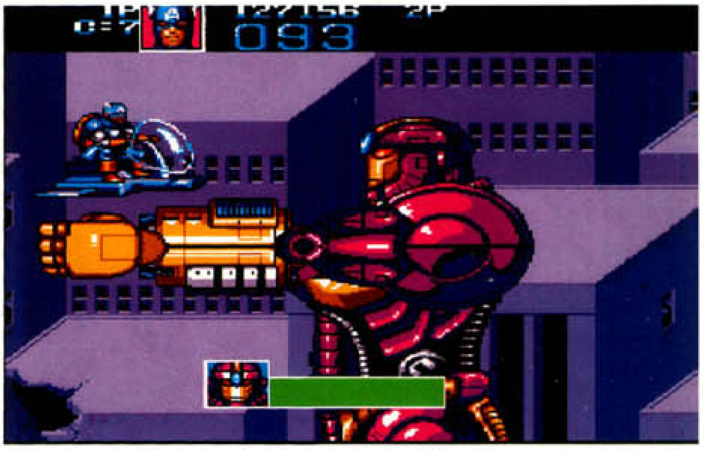
Each of the Avengers has his own idiosyncrasies (see the box below) but the game controls are universal, making it easy to play any hero you want without having to learn an entirely new techniques. Schmart.

ON THE MOVE

Each hero has three basic moves: jump, kick and punch, plus their special moves, which enable you to vary the height and power of each basic move. For instance, if you jump up high and then kick on the way down, you'll perform a flying kick that'll floor anyone. Alternatively, do a small jump followed by the punch button and you'll do a knee butt to the head. Oof! And finally, just to finish things off, each hero can slide. Yes, slide. Press Left or Right on the joypad twice in quick succession and you'll slide across the screen knocking down the Skullites (pet name for a follower of Red Skull) like ten-pins.

Learning where and when to use these moves is how you'll crack this game, a game which won't take too long to figure out anyway.

Despite your character's power, you can't avoid getting hit by the sheer number of things which come at you, and this is where your energy rating comes in. Each hero has only one life but a health rating of 100. When you get hit, the rating decreases by a certain amount (depending on who or what hit you). Get down to zero and you'll die, unless you've chosen extra continues on the options menu.



This guy may look meaty, but thanks to that flying thing Wonder Man gave you, you can easily dodge that big arm. Keep the shield flying and then watch the fireworks when he explodes

Now, are you going to tell me where the Red Skull is, or do you want me to hit you again?

You may be laughing now ol' Red Head, but I'm catching up with you, so watch your back

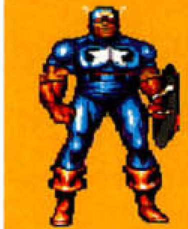
The only way to increase your energy rating in play is to pick up little blue discs, which give you back ten points of energy (even taking you over the 100 you started with). These discs appear randomly throughout the game, so when you see them, collect them straight away.

Further help comes in the shape of other Avengers. Look out for Quicksilver on level one, Wonder Man on level two and the Sub-Mariner on level three. Although they show up and help you out (by giving you blue discs or telling you where to go), they don't really alter the gameplay. In essence, they make polite cameo appearances and bog off.

Turn over

Here come four more superheroes to add to the growing list of baddy bashers on your Mega Drive. Captain America takes on the Red Skull, but "forgets" to take Paul Mellerick with him. Avengers Assemble!

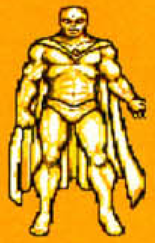
JUST WHO ARE THE AVENGERS?



CAPTAIN AMERICA

6' 2", 240lbs

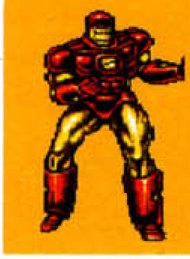
Cap's real name is Steve Rodgers and when he's not fighting crime, he's an illustrator. He became Captain America during World War II as part of the "Super Soldier" program. He's superhumanly strong and he uses his shield-throwing skills to great effect.



VISION

6' 3", 300lbs

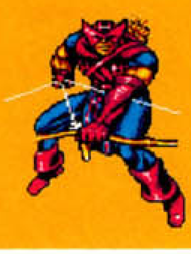
The Vision is an artificial-being created for evil, who rebelled and joined the Avengers. He draws his power from the sun through the gem on his forehead and this gives him a range of abilities, including a laser beam.



IRON MAN

6' 4", 425lbs (including armour)

Tony Stark is the president of Stark Enterprises and he invented the suit himself. It's full of little gadgets, and he sports rocket boots too, which give him the ability to fly.



HAWKEYE

6' 3", 300lbs

Clint Barton is a security guard in real life but by using his superhuman sight and amazing arrow skills, he fights crime as well as any other superhero.

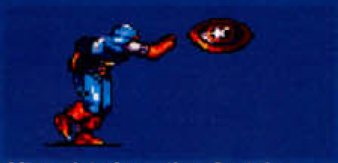
COMIC CHARACTERISTICS

In the land of superheroes, the thing that really separates the men from the boys is the special weapon. I mean, you might be able to lift a few tons over your head, but a piece of steel in the gob or a laser beam to the groin is all it takes to wipe out most people.

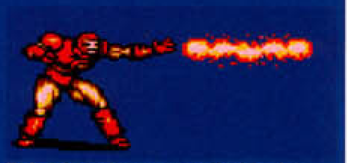
And, thankfully, the Avengers have more than their fair share of novelty weapons. Captain America's shield is perhaps the most famous of these, and it has protected him from evil for many years now.

Vision has the ability to fire laser beams from his forehead, a power which he has had since the day he was made. Iron Man, on the other hand, is always adding to his armoury through the little gadgets he makes as president of Stark Enterprises. He has never, however, come up with anything as powerful as his "repulsor" blasts.

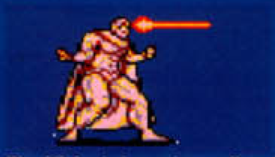
Hawkeye's weapon may seem a little ordinary in comparison to those of the other Avengers, but his bow and arrow together with his deadly eye and perception come in very useful.



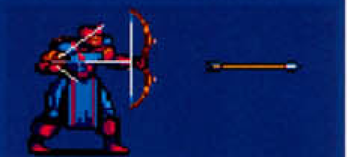
After a lot of practice, Captain America can bounce his shield off many objects, and it comes back to him every time



Being the nice person that he is, Iron Man can vary the amount of power his blasts transmit, from a gentle tap to a knockout blow



The Vision's laser beam fires from the gem placed in his forehead, although it does drain his power if used for long periods



As well as normal arrows, Hawkeye's quiver holds explosive ones and ones laced with nerve gas explosives

LOST IN THE CONVERSION

Converting arcade quality coin-op graphics is easy for your standard shoot-'em-up, but as arcade games get better and better so does the standard of realism. Anyone who has seen the coin-op version of *Captain America and the Avengers* will know that the graphics for each character are amazing and they are very representative of those in the comic strip.

Unfortunately, the Mega Drive version can't match this quality and what results are recognisable but very blocky characters.

The surroundings are similarly bland with just the odd bit of graffiti decorating the walls. All this is accompanied by mediocre animation. The moves may be there, but their representation is not perfect – it looks to me like frames of animation are missing.

> **As far as the gameplay is concerned, this game falls flat on its face**

The sound is very good. Nice epic (and not to say patriotic) tunes play throughout the game and alter distinctively from level to level. There's plenty of speech, but it sounds very dull and it is sometimes totally inaudible.

As far as gameplay is concerned, *The Avengers* falls flat on its face, and the lack of decent animation doesn't exactly make it easy to get into. Once you're in, however, the good control method takes over and it soon becomes easy to despatch the first baddies you come across.

So, having got to grips with level one, you then prepare yourself to come up against some real problems in level two. Trouble is, nothing new happens – you waltz through level two, level three, level four and level five and then that's it, finished, over, kaput, THE END. There's no real challenge except at the end of each level, and your special weapon makes easy work of any special powers the end-of-level bosses might have.

Captain America and the Avengers could have been a real challenge and, indeed, a joy to play, but the game suffers from a few gameplay glitches and it is generally too easy.

If you're looking for some serious quality superhero action then we suggest you check out *Spiderman*, or wait for *X-Men* from Sega – out very soon.

Paul Mellerick

WORKING OUT WITH CAPTAIN AMERICA

GET A GRIP!

◀ ▶ ▲ ▼ Moves your character up, down, left and right, even when jumping.

Ⓐ Jumps, but when used with B uses your special power

Ⓑ Punches and kicks when jumping, or with A or C uses the special weapon

Ⓒ Jumps, but when used with B uses your special power

This knee butt uses the shield to full effect, and it really hurts

The same can also be said for the flying kick. Ouch!

Cap's a bit of a gymnast as well – as you can see here

If in doubt, throw an oil can at them. Then they'll slip up

He may look stupid, but I'm not going to argue with him, are you?

Silly move number 123, slide along the floor and knock them over

CAPTAIN AMERICA AND THE AVENGERS
PRESS START BUTTON
1 PLAYER START
2 PLAYERS START
TRAINING MODE
OPTIONS
© 1992 DATA EAST CORPORATION
LICENSED BY SEGA ENTERPRISES LTD.

PUBLISHER: Data East (IMPORT)

PRICE: £35 (SEE IMPORTER)

RELEASE: November '92

CARTRIDGE: 8 Mbit

CONTACT: Telegames: 0533 516861

Take on the baddies by yourself, or get a friend to help

Three levels of skill – easy, medium and hard

No lives, just a counter. When you reach zero, you're dead

No battery back-up, no passwords, but you've got continues

Five stages, taking you from New York to the moon (and back)

GRAPHICS 7
●●●●●●●○○○

SOUND 8
●●●●●●●●○○

GAMEPLAY 6
●●●●●●○○○○

GAME SIZE 4
●●●●○○○○○○

ADDICTION 6
●●●●●●○○○○

"It's a fun two-player romp, but it just doesn't last long enough"

62 PERCENT

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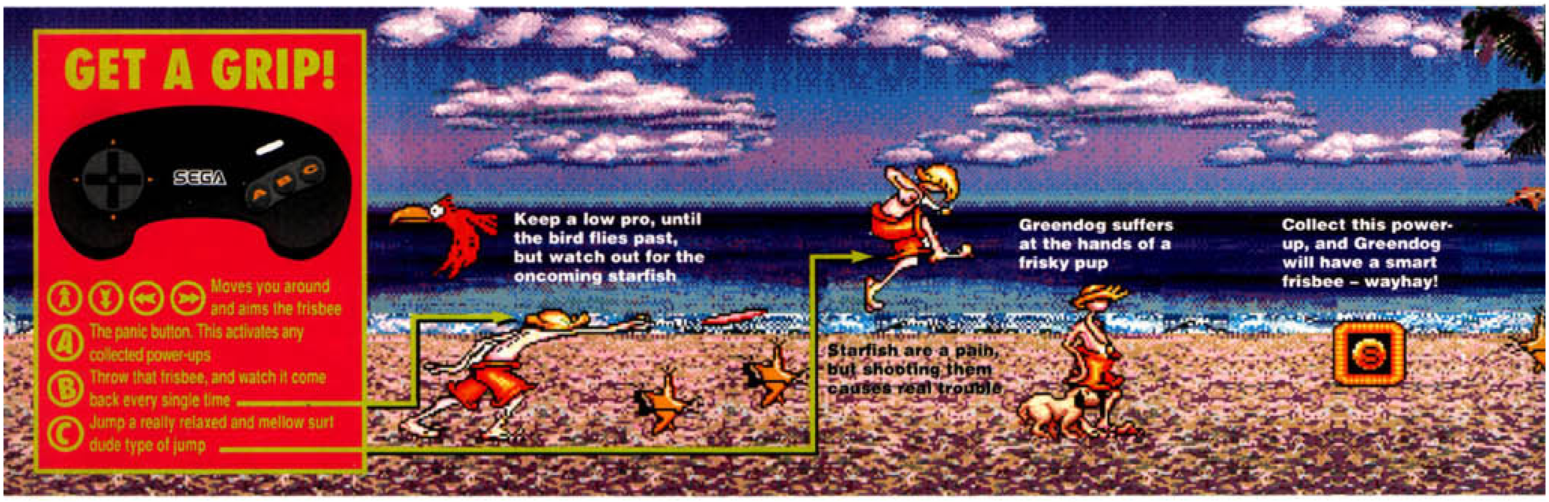


GET A GRIP!

Ⓐ Ⓑ Ⓒ

↑ ↓ ← → Moves you around and aims the frisbee

Ⓐ The panic button. This activates any collected power-ups

Ⓑ Throw that frisbee, and watch it come back every single time

Ⓒ Jump a really relaxed and mellow surf dude type of jump

Keep a low pro, until the bird flies past, but watch out for the oncoming starfish

Starfish are a pain, but shooting them causes real trouble

Greendog suffers at the hands of a frisky pup

Collect this power-up, and Greendog will have a smart frisbee – wayhay!

Surf's up for some, but a cursed amulet, a beach babe, and a mysterious curse have prevented the totally tubular Greendog from catching his waves. Neil West is the guy trying to talk like Keanu Reeves

GREE

Sega is justifiably keen on "character" games. The success of the ubiquitous hedgehog and the manic two-player buffoonery of *Toe Jam & Earl* is proof enough that cool characters sell games. So how come this latest offering fails to deliver?

Well there's nothing *wrong* with the new hero. He's one of the kind who's perpetually tanned; the kind who understands what "walking the dog" really means; the kind who knows that jams are a fashion accessory as well as a type of fruit preserve; the kind who realises that "surf's up" isn't just a reference to a type of washing powder.

My initial excitement fizzled after the first half an hour

BEACH BUMMER

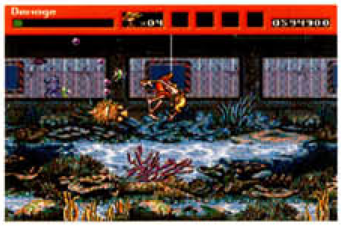
Great, a game with surfing, sunning, and bumming around. Imagine those waves crashing down, imagine riding that wall of surf. Now imagine something completely different, because *Greendog* ain't no surfing game. *Greendog* is really no different to any other platform game. *Greendog* is... well, let's not get too far ahead of ourselves. Let's find out what this game's all about.

Sega's *Greendog* centres around a surf dude of the same name, who must traverse six islands in and around the West Indies, seeking out parts of the Great Surfboard. On his travels, he'll have to fly, skate, swim, and stroll over scenery which mostly scrolls from right to left. And, um, well, that's it.

STATION, DUDE

OK, OK, so it's not really quite that straightforward. A host of gnarly nasties stand between Greendog and the parts of the surfboard. These include birds, crabs, starfish, little doggies, piranha fish, fish hooks and giant clams. And then there's the scenery, which includes dissolving platforms and springs on some levels, speed ramps and spikes on others – as far as atmosphere goes, *Greendog* has a helluva lot going for it.

Of course, your average beach bum isn't going to get very far by loping around and jumping occasionally, so a frisbee is always at hand to help dispense with the local nasties. Power-ups are also available along the way, including an invincibility umbrella and a "smart" frisbee, which automatically whizzes round the screen knocking out bad guys. Extra bonus objects are also there for the taking, and are usually made available by smacking bits of the scenery with the trusty frisbee.



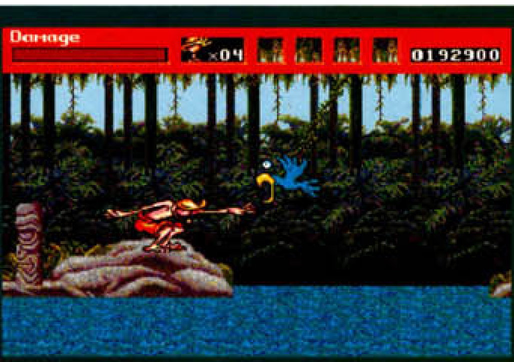
Fishing for compliments, Greendog shows that he's a bit of a sea weed. Now he's really in the drink

On later levels, Greendog gets to use various goodies, such as a ramshackle pedal-powered 'copter and – best of all – a skateboard. It's all amusing, goodtime stuff. Greendog wanders along in his beach jams

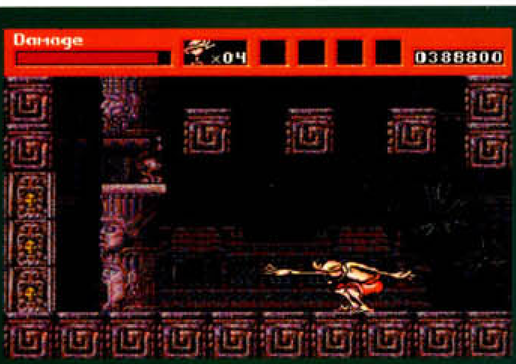
A LEVEL-HEADED DUDE

Greendog's got levels – lots of them. They all go on for just a little bit too long, and they don't actually vary much, but you can't have everything.

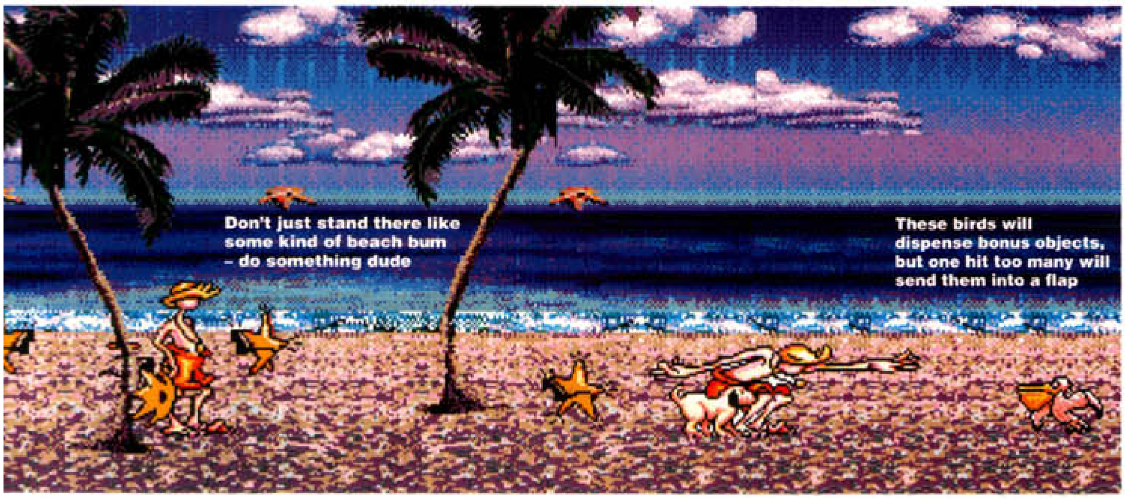
On his travels through weird and wonderful exotic lands, our surf hero gets to swing from rope to rope – Tarzan style, to skate around like the best valley dudes, to fly in a peddle-powered helicopter, and even to mooch around mystical temples – with only his trusty frisbee for company. The only thing he doesn't get to do is surf. That's kind of weird for a game starring a surf bum, but I get the feeling *Greendog 2* may be just around the corner, so who knows where his adventures will take him?



Swinging on the vines and avoiding piranha on level one



Meanwhile... on level two we see an end-of-level pillar!?


Don't just stand there like some kind of beach bum - do something dude
These birds will dispense bonus objects, but one hit too many will send them into a flap

NDOG

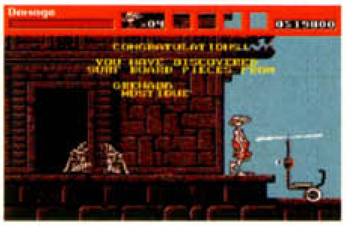
and straw hat, pulling surf stances when he ducks, and achieving total cool when he finds a skateboard. Soundwise, we're in real Bajan territory, with mellow Caribbean tunes and slapstick FX to match the on-screen antics. But...

Can we just cut to the chase here? When all's said and done, *Greendog* boils down to a few formulaic levels which just go on too long, and offer very little variation along the way. The programmers obviously had some really cool ideas, but it seems that they ran out of ways in which to implement them half-way through, and ended up repeating all the little tricks and traps umpteen times on each level.

On any one level, there are typically four or five nasties to deal with, and a couple of idiosyncrasies in the scenery to get the hang of (rope swings, totem poles, springs etc). We're not exactly in wildly varying terrain here and so it boils down to employing the same tactics time after time, until the – yes! – the end of the level is reached, and a new level type can be tackled. Completing a level doesn't so much give a feeling of progression, as one of relief – at last, something new and different to do!

WALKING THE DOG

Despite this bleak picture, *Greendog* is actually quite good fun – for a while.

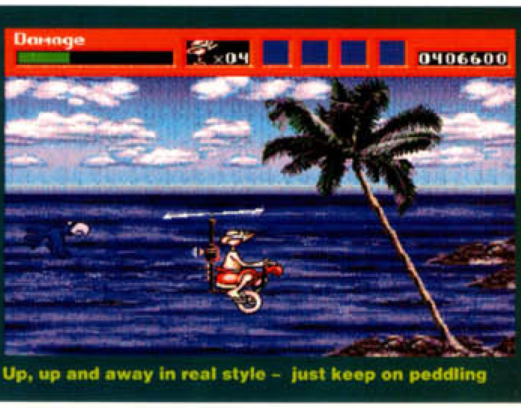


Two pieces of the board down, only four left for Greendog to find

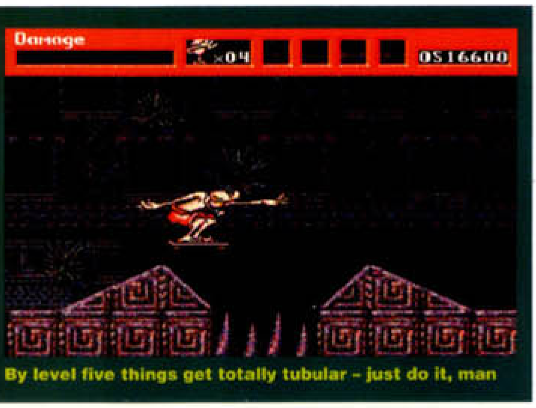
It's just frustrating that such a wild idea couldn't have spawned a more substantial game. In places, *Greendog* has all the right moves – elements of *Chuck Rock* and even touches of *California Games*. However, my initial excitement fizzled after the first half an hour at the controls, as the pleasant touches and surprises appeared less and less. And, let's face it, with the limited number of hazards which await Greendog, it's not going to take long to complete the whole game. There's also a problem with the restart points – basically, there are hardly any of them. Oh, and the inaccurate jumping, and... well, you've probably got the picture by now, haven't you?

Next time guys, how about some lasting gameplay to match the originality of the characters and plot? Oh yeah, and how about some surfing?

® *Neil West*



Up, up and away in real style – just keep on peddling



By level five things get totally tubular – just do it, man

Greendog
START

PUBLISHER: Sega

PRICE: £39.99

RELEASE: October '92

CARTRIDGE: 4 Mbit

CONTACT: Sega: 071-727 8071

- One player option only – made for solo surf dudes
- Just the one skill level, so more for your Keanu than your Patrick
- Four lives and an energy bar, that's a lot of hits
- No battery back-up, no passwords
- Six islands in all, with three scrolling levels in each

GRAPHICS 8
●●●●●●●●○○

SOUND 7
●●●●●●●○○○

GAMEPLAY 5
●●●●●○○○○○

GAME SIZE 5
●●●●●○○○○○

ADDICTION 7
●●●●●●●○○○

"A potentially great idea, but it's just not varied or challenging enough, and where's the surfing, dudes?"

57 PERCENT

TWINKL

GAME REVIEW

A fantasy shoot-'em-up! A game with a difference, eh? Well, the concept may sparkle, but if you shine as much as Andy Dyer does at blasting away the bad guys, you're going to find this game a few stars short of a constellation

No, it's not a fantasy role-playing game, it's a fantasy shoot-'em-up. Instead of blasting spacecraft and extra-terrestrials, you have to take pot-shots at all manner of weird and devilish creatures.

WIZARDLY WEAPONS

As a wizard, you have three "spells", or weapons, at your disposal. One weapon is a sort of orange spray of little fireballs and another is a fire-the-way-you-face sort of affair. But the most useful form of attack is by using the blue balls, which home in on your enemies. All three weapons can be used right from the start, but they're pretty weedy so it's just as well that you can collect star tokens that boost the weapons.

> **Just one big blast, through to the end**

INCOMPREHENSIBLE INSTRUCTIONS

Right, so that's the stumpy little sorcerer kitted out then. But what is his mission? Well, if all the text wasn't in bloody Japanese, I'd be able to tell you. But never mind, the plot is irrelevant. This is just one big blast, right through to the end. There are no puzzles to solve, no cryptic riddles to sort out, it's just frantic button bashing all the way.

What makes this a little different to other shoot-'em-ups, however, (apart from the fantasy theme) is that it's viewed from overhead and doesn't constantly scroll along. The screen only scrolls when you decide to move, and most of the time you can move in any direction you like. The only time this changes is when you meet an end-of-level guardian.

During this confrontation you can move around the screen in any direction you like, but the play area no longer scrolls and you always face towards the enemy, which makes things a bit more manageable – very neat. Add to this the inventive graphics, the varied opponents and the end-of-level challenges and you have what appears to be a stonking little game.

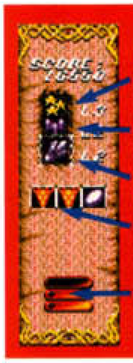
NOT HARD ENOUGH

But alas, as is always the case, there is a fly in our otherwise unsullied ointment. Now I hope all you coders out there are listening (God knows we've said it enough times before): "IT'S TOO GODDAM EASY!" OK, so I wasn't actually able to kill the final guardian, and yes I played it on easy level, but I reached this final guardian in one three-hour play session. And, to be honest, it would only have taken another day at most before I finished this level and having done that, I wouldn't have been even remotely interested in trying it all again on the harder levels (basically because the harder levels are exactly the same as the easy one except that the guardians take more hits).

For younger gamers, and novice players, however, this game will work well. I loved playing it, but most people will want a bit more for their money. Considering the high quality of *Twinkle Tale*, it was a bit short-sighted not to have made it slightly more challenging.

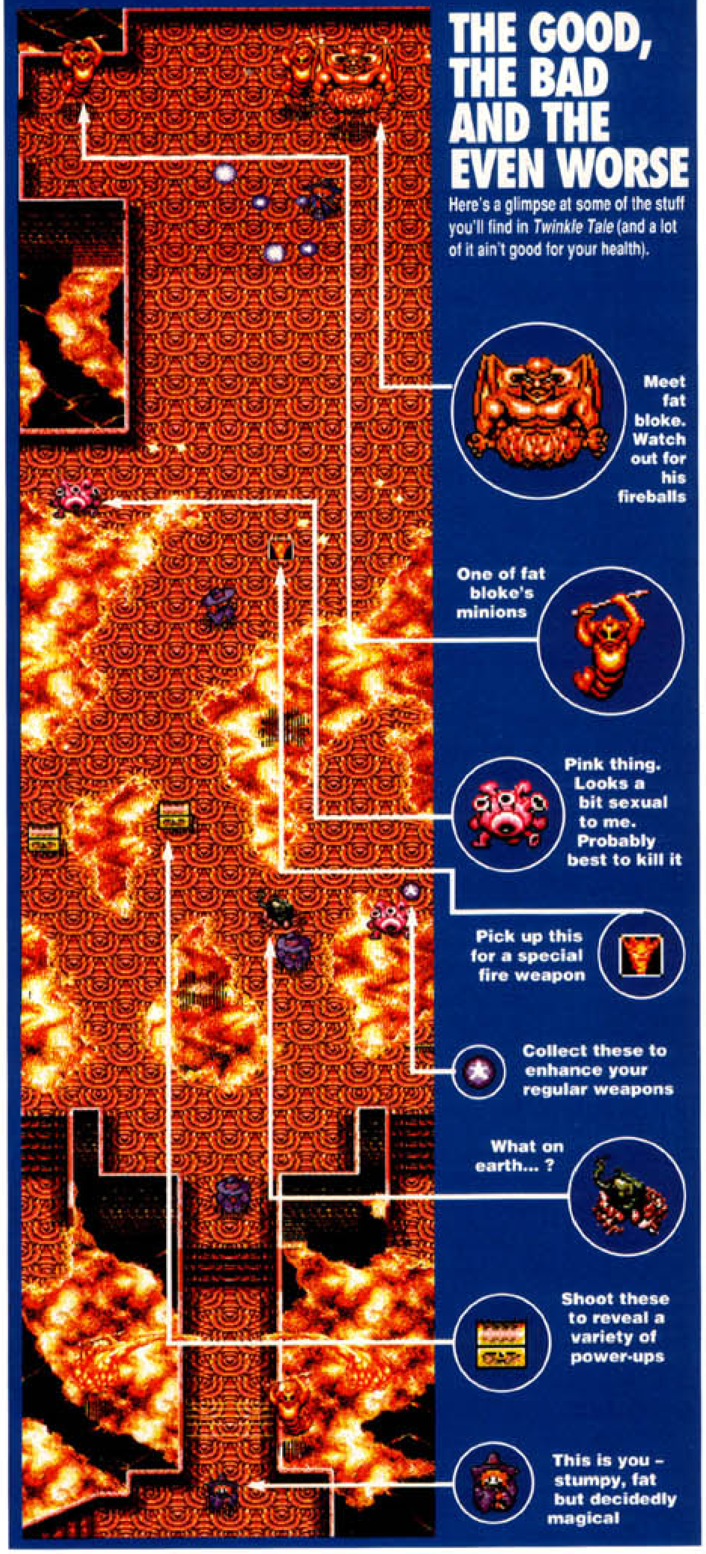
Ⓜ Andy Dyer

A PANEL


SCORE:
This weapon shoots a barrage of stars
A multi-pronged plasma attack
The best weapon – a homing missile
You can store up to three of the special weapons at one time
These are your energy bars. Keep a close eye on them

THE GOOD, THE BAD AND THE EVEN WORSE

Here's a glimpse at some of the stuff you'll find in *Twinkle Tale* (and a lot of it ain't good for your health).


Meet fat bloke. Watch out for his fireballs
One of fat bloke's minions
Pink thing. Looks a bit sexual to me. Probably best to kill it
Pick up this for a special fire weapon
Collect these to enhance your regular weapons
What on earth... ?
Shoot these to reveal a variety of power-ups
This is you – stumpy, fat but decidedly magical

GET A GRIP!

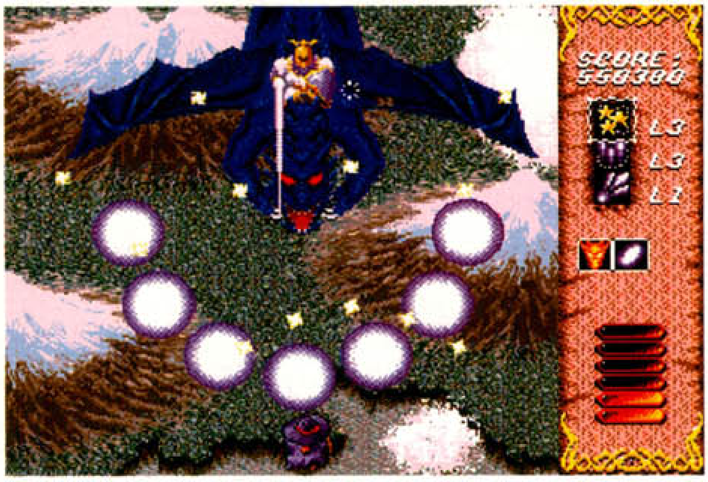
Moves your wizard left and right

Moves your wizard up and down

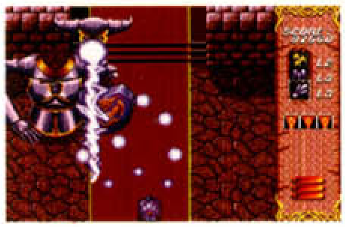
A Activates one of the super spells (or weapons) which you've managed to collect along the way

B Fires your currently selected weapon in the direction you're facing, and locks it until the button is released

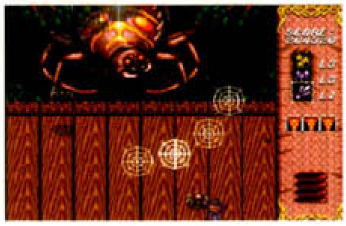
C Selects one of your regular weapons available from the weapons' panel. And if I were you, I'd use the homing missile



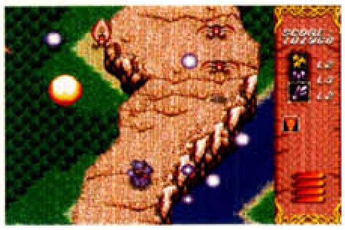
This is the penultimate guardian and is, in fact, two guardians in one. First you have to kill the guy who is riding the dragon (fairly easy), but then you have to kill the dragon itself (pretty bloody hard, frankly). Try to kill the rider using normal fire and save the special weapons for the big guy



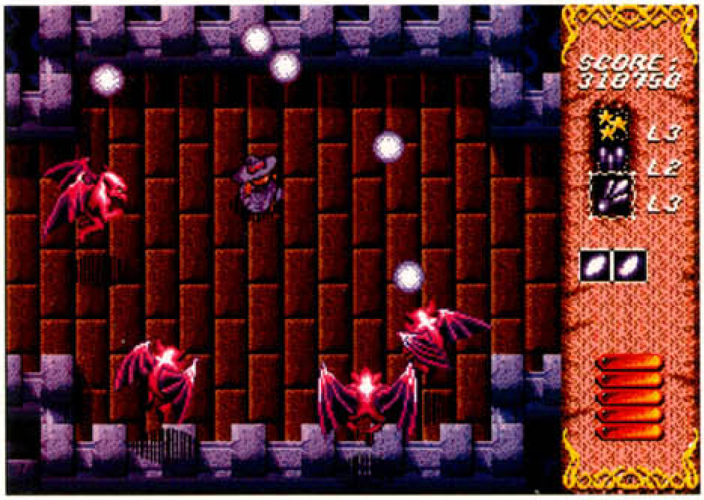
Keep your cool and don't lose your head, like this poor chap. Yet another guardian stands in the way of your progress so mash him up!



Arachnophobes can finally get their own back, by pasting this eight-legged monstrosity. You can get trapped by the webs, so keep moving

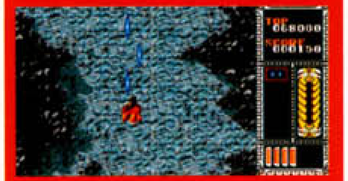


Beware of this aerial walkway, it's all too easy to fall off the edge. Concentrate on killing off the enemies before progressing



Not a square dance, but four demons ganging up on you. Concentrate your firepower on one at a time until they're dead. But keep dodging

THEN AGAIN...



This isn't really an alternative, but if you already have *Twinkle Tale* and you lust after more of the same, try *Elemental Master*. It's pretty much exactly the same sort of thing except it's set in a different time zone. It's just as playable, looks just as good and, well, that's about it really. *Elemental Master* is also out on import, so if you fancy having a bash, try ringing Telegames on (0533) 516861. Sorted!

PUBLISHER: WAS

PRICE: £35

RELEASE: Out now on import

CARTRIDGE: 4 Mbit

CONTACT: Telegames: 0533 516861

Only one person can play this one

There are three levels of skill

You only have one life, but you do have an energy bar

No battery back-up and no passwords

Er, lots. There are six enormous stages in fact

GRAPHICS 8

SOUND 7

GAMEPLAY 8

GAME SIZE 5

ADDICTION 7

> ***"Almost a great game. It's original, good-looking and plays like a dream, but why make it soooo easy?"***

62 PERCENT

E TALE

GLEY LANCER

Shoot-'em-up city! Gley Lancer drops in, goes to the pub and leaves without making much of an impression. Andy Dyer's got the sore trigger finger...

Shoot-'em-ups are indeed strange beasties. They breed like rabbits and it's often impossible to tell them apart. In fact, if you piled the currently available Mega Drive blast-'em-aparts one on top of the other, then you'd, er, be there for a very long time. So, what you want to know is, "This *Gley Lancer* thingy – is it worth the dosh and the space in me games box?".

Right. So, you've shoved the cartridge in, you've got a nice solid cup of tea in front of you and you're dipping a Kit Kat finger into it while casually sitting through the intro sequence. This is where you're in for your first shock... Got a Master's degree in Japanese, have you? That's alright, then. No? Ah – in that case, the cutesy story intro cartoon (which can be turned off) is going to be a bit of a mystery. Still, you can always make it up as you go along.

It looks a bit like that ancient G-Force: Battle Of The Planets cartoon with the deranged guy who "spoke" like he wanted to be R2-D2, or something. From what I could make out, however, there's been a spot of bother somewhere in space and you've been sent out in your customary high-tech battle craft to sort it all out. Ah, who needs scenarios anyway – on with the game...

Lacks the spark to put it into the "must-buy" category

THE ORIGINALITY OF A CHEESE SANDWICH

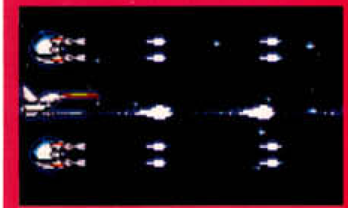
First – ahem – prepare to be knocked sideways by the totally original approach, look and feel of the game. There's this horizontal, right-to-left scrolling landscape, right? And you're in control of a ship which has to blast wave after wave of flying and hovering alien slime, and – get this! – at certain points in the game, you're awarded various power-ups which enhance the firepower of your ship. Oh, and the really brilliant part is that at the end of every level you encounter an unusually large and menacing nasty, which lobs all manner of lethal plasma thingies in your direction and which takes one hell of a punishment before it expires. OK, OK, so it's not that original – but is it any good?

Yes... and no. The makers of *Gley Lancer* (did that title lose something in the translation, or what?) have gone out of their way to provide you with plenty of varieties of weaponry and ship-type and it's here where the game earns its heartiest thumbs-up.

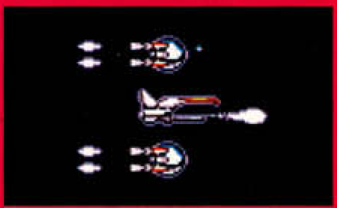
You have the choice of six configurations of ship and gunner (the add-ons that follow your ship around, blasting constantly) and, instead of being just an excuse to pad out the lack of variety in the gameplay, these choices actually alter the difficulty and determine how big a part you play in the control of the ship. With the "Search" ship mode, it's really just a matter of moving the thing around and keeping your finger on the fire button – everything else is virtually done for you. In "Roll" mode, however, things are very different indeed – the control of the gunners, as they rotate around the ship, is entirely up to you – adding a welcome dimension to the whole affair. So, if you want to ease yourself into things, are terrified of shoot-'em-ups or are

SLEEK AND DESTROY

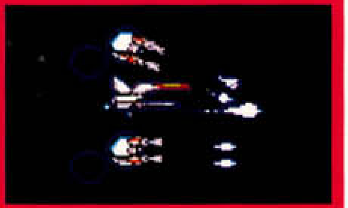
Those heartwarming, alien-blasting ship/gunner relationships...



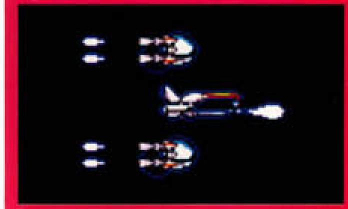
NORMAL – Can be turned manually in 16 directions. Standard difficulty, but can be a bit awkward



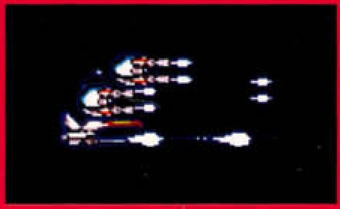
REVERSE – The gunner's direction is opposite to that of the ship. Button C locks fire direction. Average difficulty



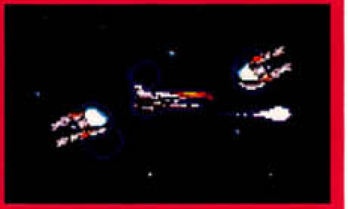
SEARCH – Aims automatically at enemies, but is a little erratic. A good weapon to use initially



MULTI – Three-way attack, but fire cannot be concentrated up or down. Useful for vertically-scrolling locations



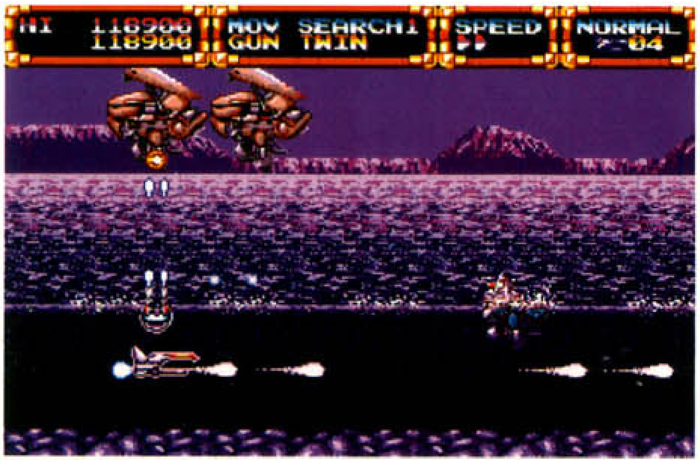
SHADOW – The gunners follow the plane. A forward concentration of fire can be achieved. Difficult to use



ROLL – Gunners can be rotated around the ship. Very difficult to master. One for the masochists

「まさか．．．今のは．．．」

"God, I'm so sick of appearing only in these cute, dayglo front-ends, aren't you?" "Er, sorry – I can't understand a word you're saying. It's in Japanese."



The ability to lock the direction of your fire is handy for flying under the meanies and blasting their soft, white underbellies to oblivion

GET A GRIP!

← → ↑ ↓ Moves you around the screen

Ⓐ Selects one of four speed settings

Ⓑ Fires currently selected weapon

Ⓒ Gunner control – locks direction of fire

A, B, & C can be swapped to suit your style

GLEYLANCER

PUBLISHER: NCS (IMPORT)

PRICE: £35

RELEASE: Out now

CARTRIDGE: 4 Mbit

CONTACT: Telegames: 0533 516861

You're on your own all the way

Three levels – the only obvious change, the speed of enemy shots

Five lives, plus continues

No battery back-up and no passwords

There are 11 stages to pummel through

GRAPHICS 8
●●●●●●●●○○

SOUND 3
●●●○○○○○○○

GAMEPLAY 5
●●●●●○○○○○

GAME SIZE 6
●●●●●●○○○○

ADDICTION 6
●●●●●●○○○○

"A decent enough shoot-'em-up, which coasts along comfortably, though no-one's going to be frantically dragging you away from your joypad to get a go"

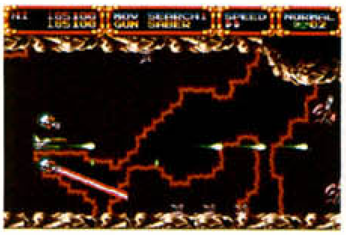
72 PERCENT

just plain crap, then the Search method is for you. Alternatively, you may fancy yourself as a bit of a hotshot and crave the challenge of fiddling around with the way your ship shoots, as well as worrying about the aliens. In this case, choose the Roll mode and impress your mates with a dazzling display of competence, calibre and, er, something else beginning with "c".

HOW FAST CAN YOU GO?

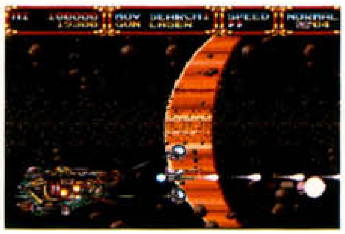
The business of speed is also well catered for. There's none of this tedious grabbing of power-ups and frittering them away on speeding your ship up. You have, as bog-standard, a choice of four speed options: slow – useless, bearable – the best one, fast – probably too fast, and ridiculously zippy – which may look impressive, but let's face it, you're not perfect and neither is your co-ordination. The point is you can switch between the four as freely and as often as you like throughout the game so, as "they" say, "Choose wisely O great frazzler of alien scum". Who are these "they", anyway?

Now, technical boring-bit alert... Graphics are good – nothing special – just good. Scrolling is well executed and, occasionally, things – gasp – actually start to scroll upwards as well as sidewards. The parallax is smooth and effective and, on the later levels, things move along at a pretty hectic pace, demanding the fullest of attention from your (no doubt, previously well-oiled) joypad tactics. Meanies lurk all around the screen – flying in, as usual, from behind when you least expect it and the music is completely, totally and intensely... mediocre. Take our advice – turn it off and slot in a CD of your favourite thrash-metal sounds. Things will seem a whole lot more urgent. Just what is it about the Japanese taste in music that, every time, fails to translate into a half-decent soundtrack for this type of game? They really do need to hire people to service things in this area over there.



Here's one of the weapons you can pick up during the game. It's sort of two light-sabers wiggling around on either side of your ship. It's also sort of, like, completely useless

If you've played *Hellfire* or any of the *Thunderforce* series (if not, get them now!), then this will be all too familiar and pretty much yawnsome territory. In their favour, the programmers have taken the trouble to vary things in the ship control and power-up regions (the lasers are lethal) and *Gley Lancer* is a game which won't embarrass you too much when you dig it out in a year's time.



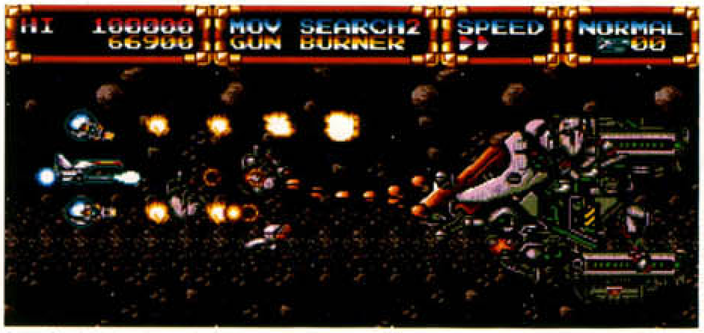
As you can see, selecting the "Search" mode with lasers is extremely handy for picking off alien scumbags who are trying to sneak up from behind

GETTING THE BALANCE RIGHT

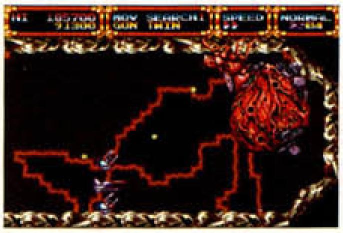
But... it does seem as though they've tried to incorporate some of the best bits from all the infinitely more superior shoot-'em-ups on the market and wound up with a game that plays well and looks pretty but which lacks that spark to push it over into the "must-buy" category.

The pitch of the difficulty has also gone a tiny bit haywire, with things tending to be way too easy or just too darned difficult – with no inbetweens. Still, it could certainly fill a few hours in the long autumn evenings, and there's a great deal of guffaws to be had from trying to work out just what the hell is going on in that intro sequence.

Andy Dyer



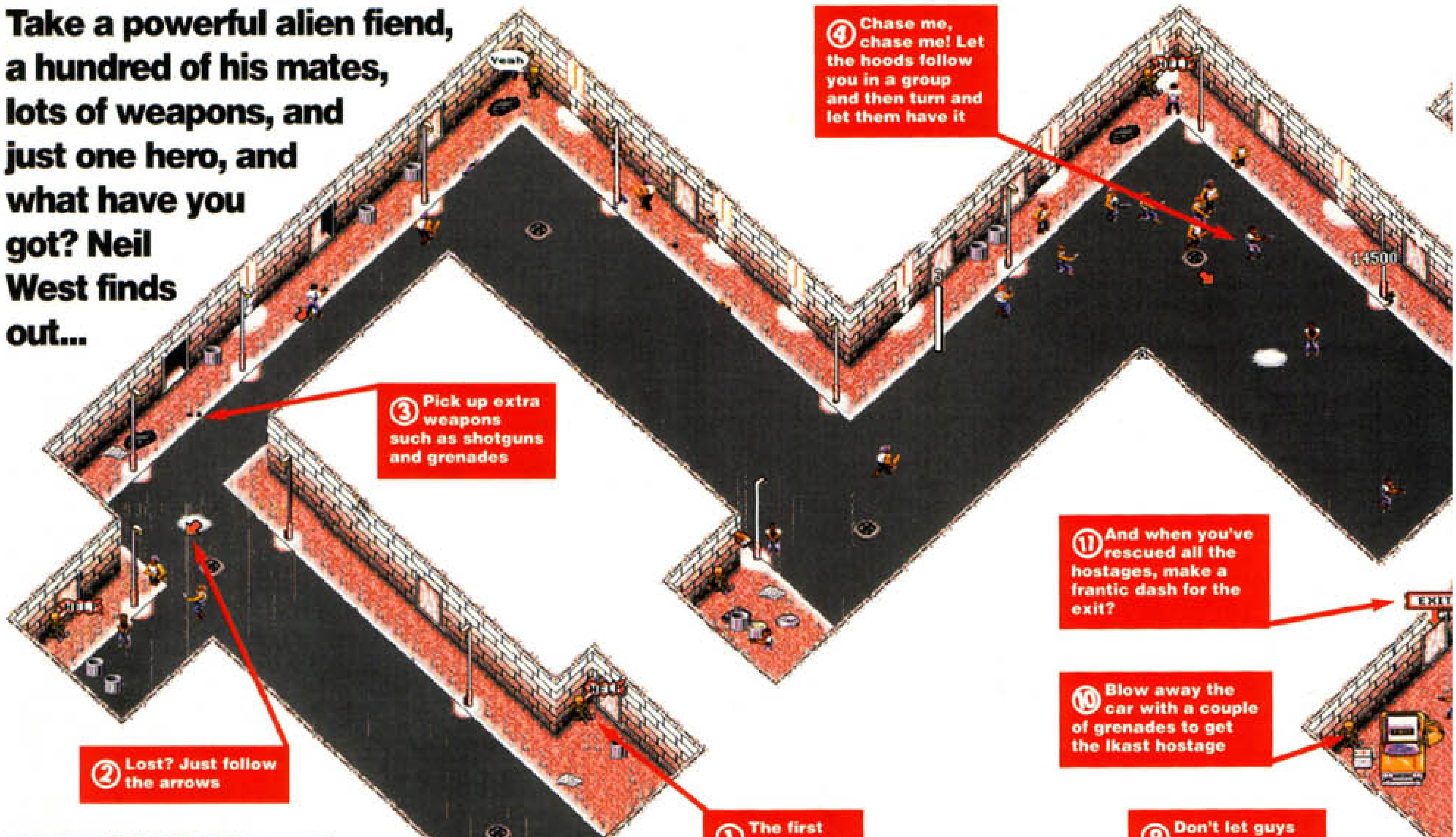
A typical ugly, downright unsociable end-of-level boss. Take him out by aiming your shots into the glowing bit in the middle, while avoiding the robotic tentacles – as you do



Here's where it all gets a bit gory. The boss at the end of level three – a pulsating lump of bloody, dripping body tissue. Er, excuse me – I must go to the toilet...

PREDATOR

Take a powerful alien fiend, a hundred of his mates, lots of weapons, and just one hero, and what have you got? Neil West finds out...



④ Chase me, chase me! Let the hoods follow you in a group and then turn and let them have it

③ Pick up extra weapons such as shotguns and grenades

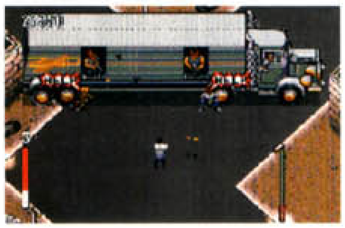
⑪ And when you've rescued all the hostages, make a frantic dash for the exit?

⑩ Blow away the car with a couple of grenades to get the Ikast hostage

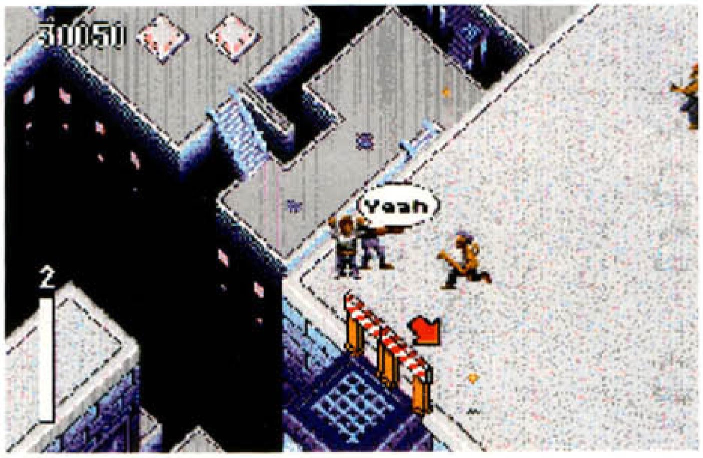
② Lost? Just follow the arrows

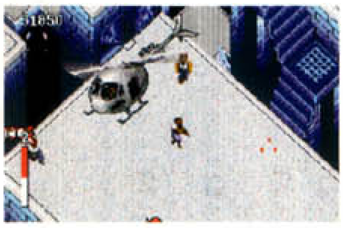
① The first hostage is easy to rescue, but what about the rest?

⑨ Don't let guys with chainsaws put you off, they're not as tough as they look

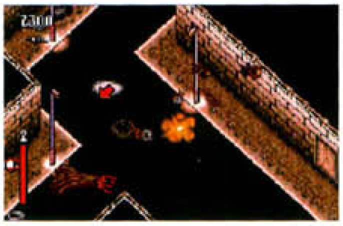


The hoods have blocked the road with a juggernaut. Shoot it a lot, and it will soon be doing a classy impression of a bonfire on Guy Fawke's Night





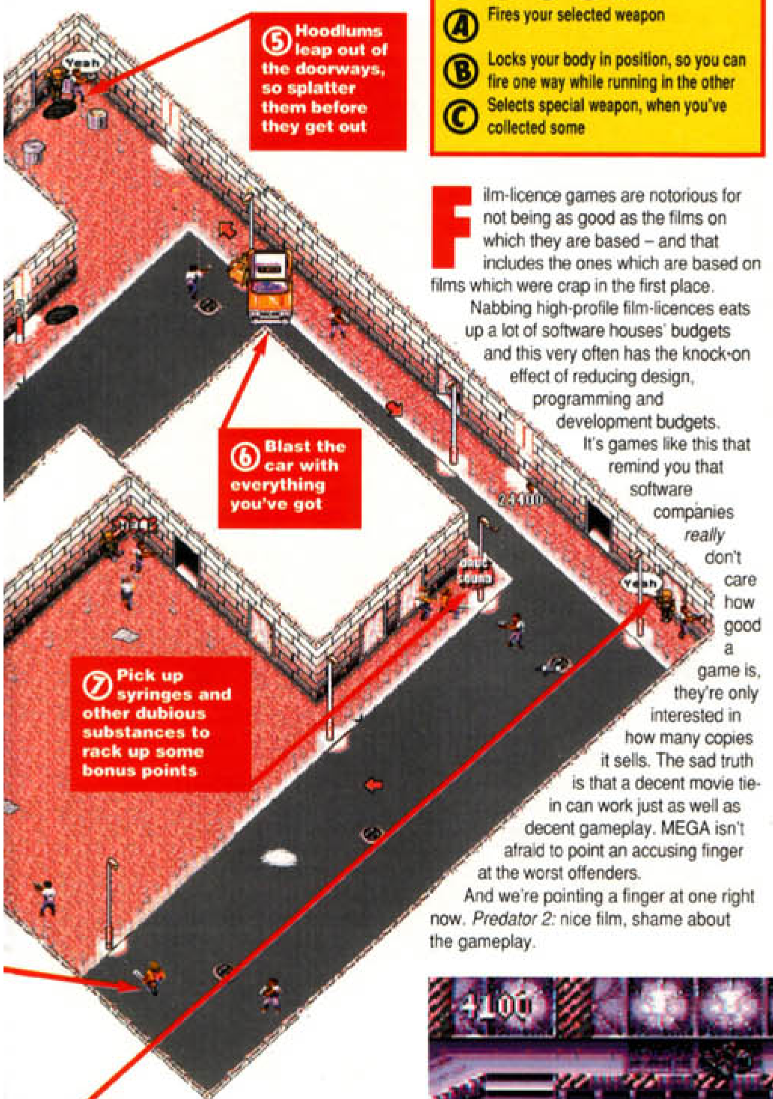
These drug barons can lay their hands on some serious hardware. No doubt they'll soon be flying over in a F-16 Fighting Falcon



If you hang around too long, the Predator will home in on you or the hostages, and then it's Gutsville, Tennessee

Level two sends you up on to the roof tops of LA. Falling over the edge to your death is the least of your worries because you can't actually topple over. Take your time, without getting shot, and check out the excellent parallax scrolling

2



⑤ Hoodlums leap out of the doorways, so splatter them before they get out
⑥ Blast the car with everything you've got
⑦ Pick up syringes and other dubious substances to rack up some bonus points
⑧ The hostages are really pleased to be rescued – yeah!
Yeah
24400
DRUG SQUAD

GET A GRIP!

Ⓛ Ⓡ Ⓤ Ⓓ Moves your guy around

Ⓐ Fires your selected weapon

Ⓑ Locks your body in position, so you can fire one way while running in the other

Ⓒ Selects special weapon, when you've collected some

Film-licence games are notorious for not being as good as the films on which they are based – and that includes the ones which are based on films which were crap in the first place.

Nabbing high-profile film-licences eats up a lot of software houses' budgets and this very often has the knock-on effect of reducing design, programming and development budgets. It's games like this that remind you that software companies *really* don't care how good a game is, they're only interested in how many copies it sells. The sad truth is that a decent movie tie-in can work just as well as decent gameplay. MEGA isn't afraid to point an accusing finger at the worst offenders.

And we're pointing a finger at one right now. *Predator 2:* nice film, shame about the gameplay.

A POOR IMITATION

Predator 2 sticks closely to the film's plot – you play the Danny Glover character and have to rescue hostages on seven different levels, killing members of drug gangs as you go (and trying not to be killed by them of course).

Each level is in isometric 3D, and you have to run around in eight directions, firing, collecting weapons and trying to avoid being run down by hoods in cars and helicopters. Finding the hostages is easy because red arrows tell you which direction to run in.

Levels one, three and six are on the streets of LA, while the others take you to the subway, the slaughterhouse and the roof-tops, which, incidentally, feature some rather smashing parallax isometric scrolling. You'll rattle through the first six levels in a couple of hours – you get a password at the end of each of the first five – and then it's on to the alien's ship and the anti-climax of the game.

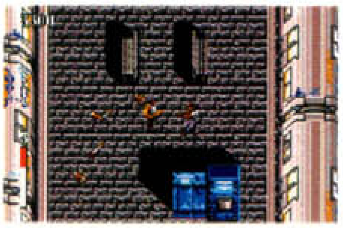
SO, WHERE'S THE CHALLENGE?

When you've rescued all the hostages on the ship, there's one mother-of-all-predators to kill. Having got this far, you might have expected a bit of a challenge, but no. The giant Predator's as dumb as they come and he gets stuck at the bottom of the screen and you can blast him while hardly getting hit. A dodgy end sequence shows your character legging it for the exit and you're given a glimpse of a black shape moving in front of a fireball. If you haven't seen the end of the film, you won't know what it's supposed to be.

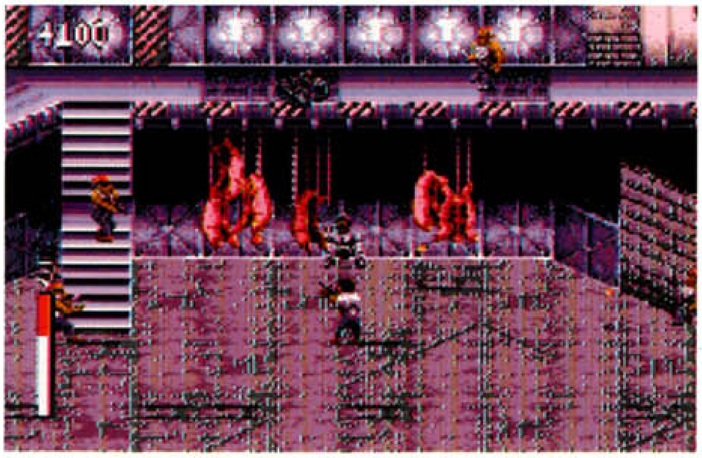
The whole game is just too easy and too unexciting. There can't be much more than two evenings worth of entertainment here. There's a feeble attempt to add some urgency to the proceedings – the Predator's on the prowl and you have to get to the hostages before it does – and if you don't make it in time, you're treated to a delightfully gory display of the hostage exploding and his entrails and limbs flying out of the screen.

This, however, just isn't enough to salvage yet another disappointing film-licence game.

Ⓜ *Neil West*



It will take you all of 90 seconds to dash down the subway, rescue all the hostages and waste the Predator at the bottom. Pathetic



You're in the slaughterhouse and it's not a pretty sight, believe me. There's bloody meat hanging from hooks all over the place and the smell isn't exactly welcoming. So don't stand around looking, just rescue the hostages and get out as quickly as you can

PREDATOR 2
TM

PUBLISHER: Arena (IMPORT)

PRICE: £34.99 (SEE IMPORTER)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Telegames: 0533 516861

One or two players, but no simultaneous play

SKILL! Three levels – easy, medium and hard

Three lives, but there are plenty of extras to be found

Passwords let you restart at the end of each level

Seven levels. There are passwords for the first five

GRAPHICS 6

SOUND 5

GAMEPLAY 2

GAME SIZE 3

ADDICTION 3

"Yet another film-licence game flushed down the toilet of mediocrity. The game under the licence simply isn't up to standard"

28 PERCENT

SUPER HIGH

Pay huge amounts of money to pump iron in health clubs? Not Neil West. He spent £40 and now has the world's beefiest index finger (probably). Read on and all will be explained...

Video games, eh? They're great, aren't they? So much better than just sitting vegetating in front of the TV, or some other completely non-interactive pastime. Video games test your hand-eye co-ordination, your strategic development skills, your peripheral vision and your powers of lateral thinking.

Good gameplaying is an art, and a talent that's easily up there with the best of any "proper" sport, and it's about time it was recognised as such. I mean, never mind all that Olympic crap, where people get gold medals and untold fame and fortune for being able to run in a straight line for ten seconds, what about a World Championship for, say, *Super High Impact*?

> **Sadly, the gameplay just isn't there at all**

THE BUTTON BASHING GAMES

Think how impressed the global TV audience would be with the amazing array of skills on display as players struggled against all the odds to make a touchdown by, er, pressing the A button eight times.

Let's just run by that one again – " by pressing the A button ten times". Oops.

I stuck this cart into the office Mega Drive, having never played the arcade game of which it's a conversion. I was in a bit of a hurry, so I didn't bother reading the instruction manual, just picked a couple of teams and got straight down to it. I lost the toss and received the ball from the kick-off on my 30 yard line.

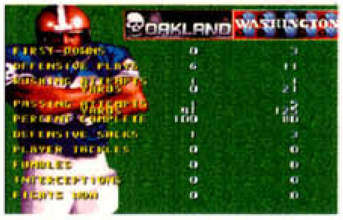
I checked out the bewildering range of possible offensive plays, and plumped completely at random for whichever one happened to be in the middle of the screen at the time (I think it was a "Flood" play). The two teams lined up, danced around a bit and shouted a couple of insults at each other ("Yer toast!" and "Yer mommy's boys!", in charmingly butch sampled speech).

A WINNING TACTIC

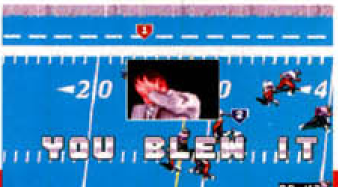
I pressed the A button (it seemed like a logical thing to do) and the ball snapped back to my quarterback. Flushed with success, I pressed the A button again (hey, why muck around with a winning formula?). The quarterback flung the ball athletically up towards one of my receivers, who gratefully and just as athletically made a great catch before being brutally knocked to the ground by the opposing defence. Never mind, 19 yards gained and first down. "This is a great tactic," I thought, and promptly tried exactly the same one again for the next play. Bingo! Another 21 yards gained! Surely it couldn't work again, could it?

Funnily enough, it did. I was a bit slow on the button this time, so I only made 14 yards before getting clobbered, but it didn't matter because I was only 16 yards from the line. Breathless with the tension and excitement, I lined my boys up for one last push. Select that move! Press that button! Press that button again! Touchdown!

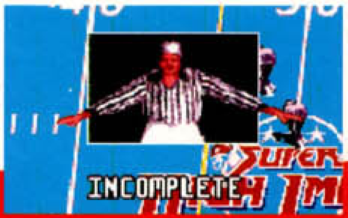
Now I don't know about you, but when I play a game, I like to feel as if I'm actually achieving something. *Road Rash* wouldn't be any fun if the other bikes just sat on the starting line and let you ride off all by yourself, would it? It seems to me, then, that *Super High Impact* leaves just a little bit to be desired in the challenge and reward department. Fair enough, I was playing on the easiest of the three difficulty settings,



Half-time stats with a guy named Butch, shows that Oakland are passing the ball really well



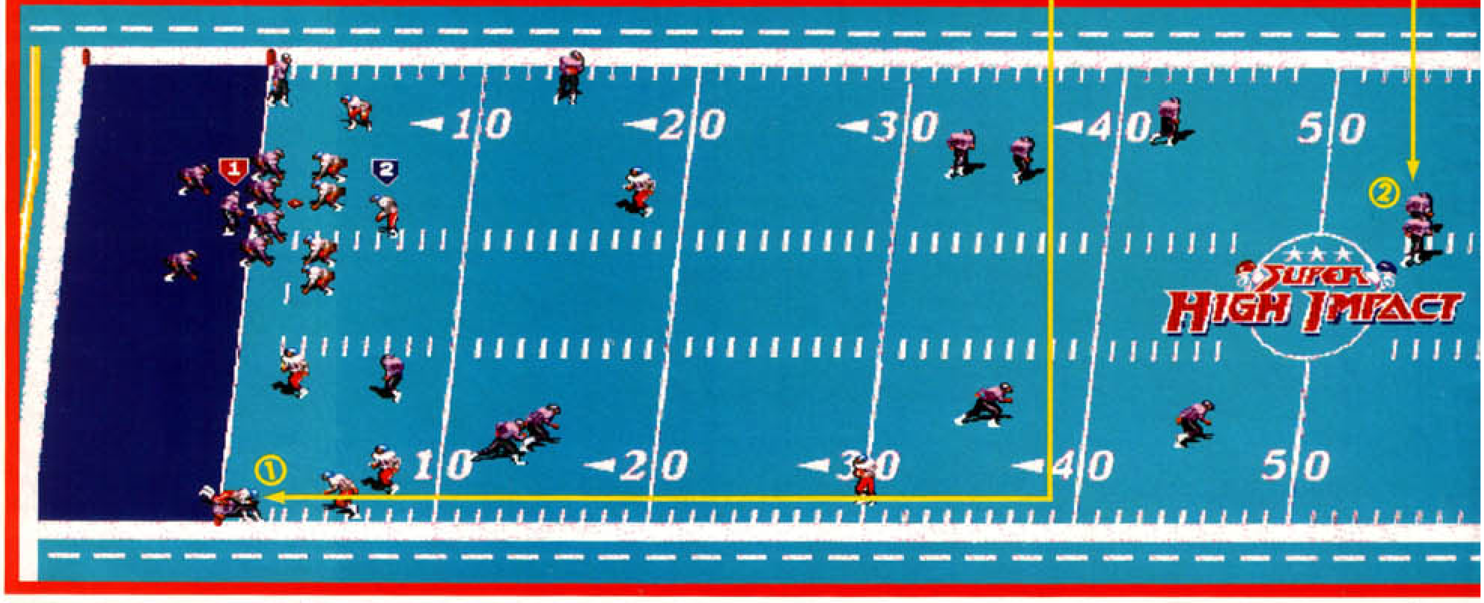
① **Oh my god. You were two inches from the line and you got tackled. You stupid berk**



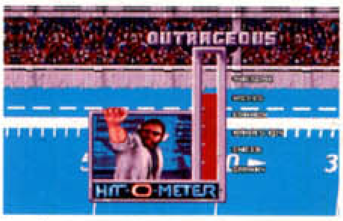
② **Er, excuse me but when I say run up the left, I mean the left, not down the bloody middle**

24, 36, 48, HUT HUT HUT!

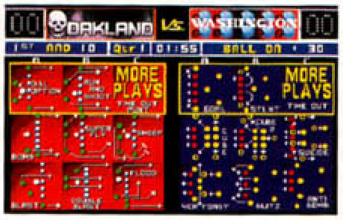
OK, here it is, the full pitch, all 100 yards of it. The basic idea is to get the ball into either the red or blue area as quickly as possible without too many injuries. This, however, is easier said than done



IMPACT



Lay into somebody really hard and the commentator tests it on the Hit-O-Meter. Ouch!



Plays, plays and more plays. Trouble is, there are no straight running plays

but even so, eight presses of a random button without the first glance at the instructions really oughtn't to produce such startling success in my book.

It's a pity, because *Super High Impact* really looks the part. The graphics are big, colourful, fast and smooth, and some really nifty digitised animations and speech samples accompany the game and they do a lot for the atmosphere. For a bit of a break from the constant "football" action, you even get a selectable "fight" option, whereby every now and again the teams will suddenly leap up and start pummelling the living daylights out of each other. Batter the three fire buttons fast enough and you'll win the fight, with the opposing team sent flying onto the turf.

FIGHTING FOR FIGHTING'S SAKE

Sadly, and a little confusingly, there's absolutely no point to it – you get no advantage of any kind from winning, and no penalties for losing. But what the heck, it's a bit of a chuckle anyway. Similarly, when you make a particularly crunching defensive tackle, you get a rating on the "Hit-O-Meter" to show how tough you are, but it's got no other purpose than as a bit of window dressing.

Everything else about the game is pretty well thought out too – the control system and the method of choosing plays are both really easy and natural to use once you do read the manual, and even if you don't know the first thing about American football, you'll pick up what's going on very quickly.

It's just that all the game's excellent features are rendered utterly useless by the fact that the gameplay just isn't there at all. I don't care how pretty it looks, I don't care how close it is to the arcade game, I don't care how great all the little extra frills are, pressing the A button eight times to score a touchdown isn't top American football thrills, and that's that.

® *Neil West*

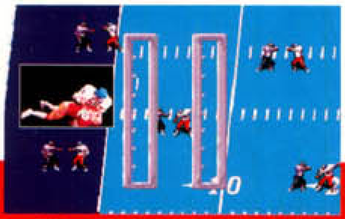
GET A GRIP!

⇦ ⇨ ⇧ ⇩ Moves your players around the pitch

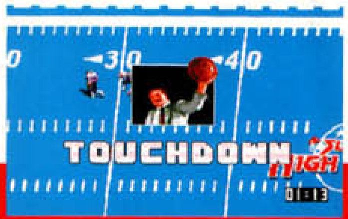
Ⓐ Snaps the ball for the quarterback and gives a burst of speed when carrying

Ⓑ Fakes a snap and spins out of a tackle

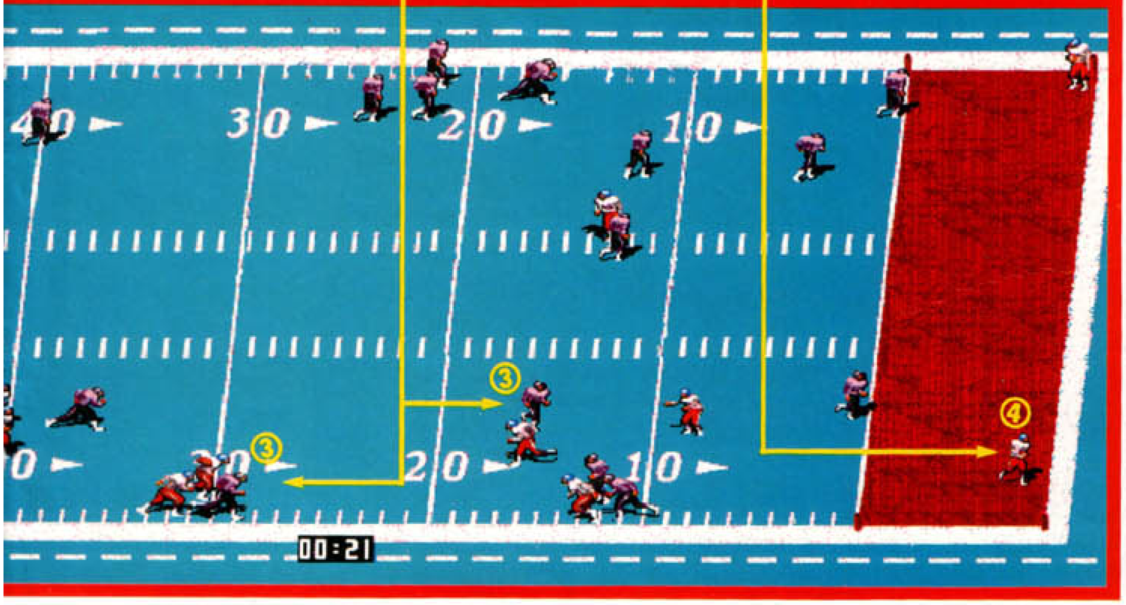
Ⓒ No function



③ **What are they doing? Ballroom dancing? Oh, I see they're fighting, go on then lads, hit 'em**



④ **All that effort finally pays off and you've got six points on the scoreboard. Time for the extra point**



SUPER HIGH IMPACT
PLAYER 1 VS COMPUTER
PLAYER 1 VS PLAYER 2
PLAYER 1 + 2 VS COMPUTER
OPTIONS

PUBLISHER: Arena

PRICE: £40.00

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Telegames: 0533 516861

One or two players can bash button A

There are three levels of skill

Be serious, this is American Football, not a shoot-'em-up

There's no league or tournament, so no password or battery back-up

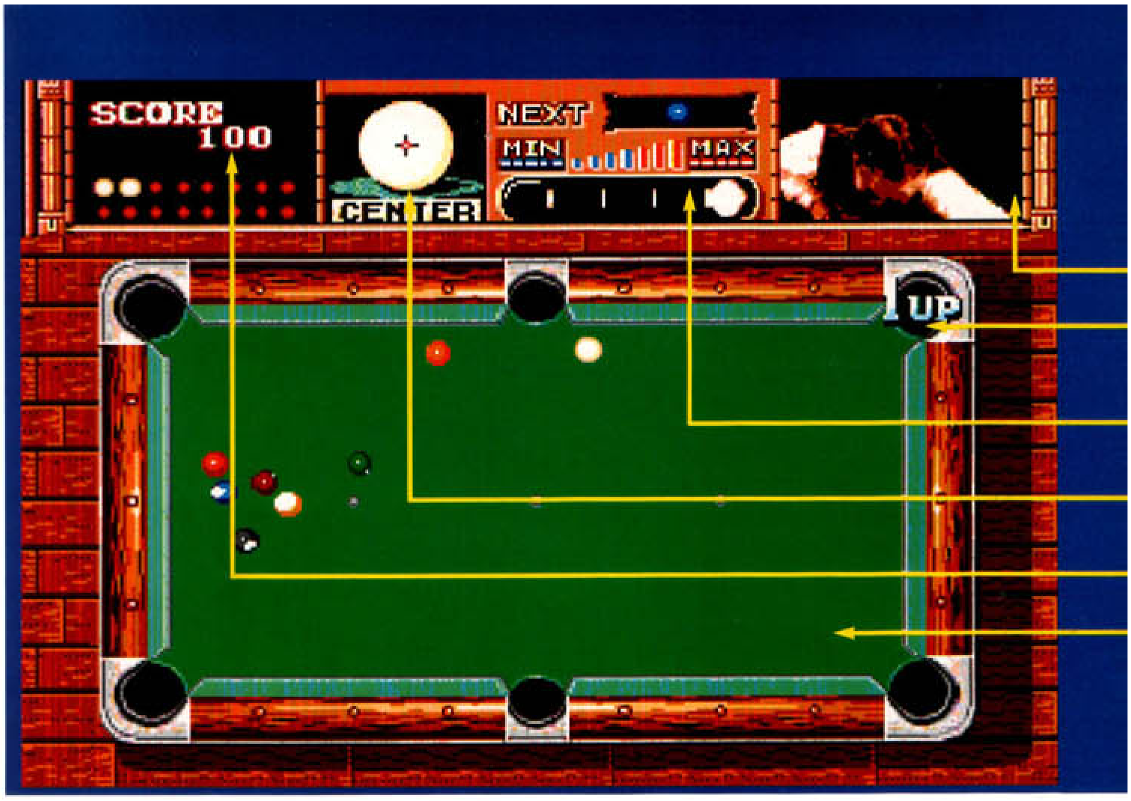
There are 18 different teams to play in the league

GRAPHICS	8
SOUND	8
GAMEPLAY	3
GAME SIZE	3
ADDICTION	5

"This was never going to outdo *John Madden Football*. It's another case of nice conversion, shame about the original coin-op"

39 PERCENT

He's back, he's mad, and he's got more pockets than trousers. Paul Mellerick sets up a game of pool against the Mega Drive and is so dumfounded by the astonishing gameplay that he actually loses. Ha ha



SIDE POCK

It's Friday night, ten o'clock, and you're in the Dog 'n' Duck. You've been there since six, and you've sunk ten pints. Suddenly, out of the corner of your eye, you see it. It's green, six feet long and very popular – it's a pool table. You're drunk but feeling lucky. You get up and stride manfully towards it (not easy on ten pints). You put your name down and wait your turn, the tension mounting with every passing minute.

Then the moment arrives, you're on. And boy are you good tonight. You're knocking these balls around like a master, three-ball plants, two off the break, everything you hit goes in, you're unstoppable. Then it happens.

She's been lurking in the corner since about eight o'clock (with her dad), eyeing up the opposition and then, deciding your it, she strides over to the table (all 4 feet of her), rests her case on the edge and takes out her cue.

The sweat pours from your face. So what, you think to yourself. She's only eight years old, I can have her, no problem. You break off and one goes in, but you miss the next. She takes to the table and in a flash it's all over. All seven balls go down in one shot. You feel faint and head back to the bar mumbling to yourself, next time.... next time... Or something like that anyway.

Simple concept, but cracking gameplay

NO MORE LOSING TO MINORS

Well now, thanks to Data East, you can forget all about embarrassing pool matches against eight-year-old girls down the Dog 'n' Duck, because this time you're up against the big boys in the USA. This time it's for money, fame and all the pints you can handle.

Pool sims are not very popular on the Mega Drive, in fact, this is the only one. So what's it all about and where did it come from?

Well if you want to find out, you'll have to take a trip down arcade-memory lane, because it's coin-op conversion time (again).

About two years ago a small coin-op called *Pool Gal* appeared. It was nothing spectacular, there were no hydraulic chairs or mounted Uzis, just a small cabinet and a telly. But when you put in your ten pence piece, you got the shock of your life.

This may have looked like a normal pool game, but once you finished level one, it happened. It was only there for a split second but there it was, a fully naked computer image (and female as well).

You played the next level and it happened again. Then you died on level three and spent the next few hours (and several pounds) playing the damn thing. That's how it became so popular.

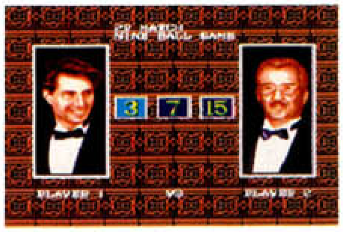
But before you get yourself in a state over this, calm down. *Side Pocket* on the Mega Drive is only *based* on the coin-op and doesn't include naked girlies. It's got nice women in it, but they've always got their clothes on.

EASY POTTING

Pool on the Mega Drive is simplicity in itself. Forget all the different pub rules and ball set-ups, because in this game, the person who pots the most balls wins. Simple.

But to base a cart around such a basic principle would mean instant death to the thing. So Data East has spruced the concept up somewhat and has actually made the game very exciting.

But first things first. Let's start by telling you how to play the thing. You view the whole table from directly above and

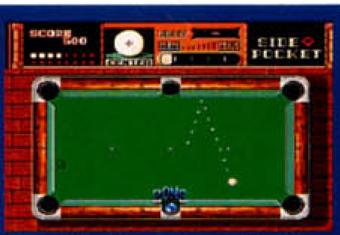


It's the age-old story of youth versus experience

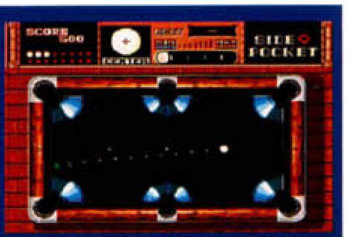
ZONEBUSTERS

Are you having trouble gaining the amount of points you need? If you are, then follow this example of how to access the zone bonus, and hundreds of points will soon be yours.

Pot the balls until you've got only one coloured ball left, then the "zone" pocket will light up. It will always be one of the two centre pockets which lights up, so don't worry. Play the white ball into the highlighted pocket and you'll be magically transported to the zone bonus.



Forget about the green ball on the back cushion and aim your white ball at the centre pocket



Do it right, and get on to the zone table. Less friction means the ball will go further and might go in

WHAT'S ALL THIS ABOUT THEN?

OK, OK, so you've loaded up the cart, you're into stage one and you suddenly realise that you don't know what's going on. Well, just for you, here's a break-down of what does what and why...

This is you lining up for your shot. OK, so use your imagination, huh

See, get the ball in the right pocket (when its flashing) and you could get an extra ball or even some points

Your power meter. Press A, then A again to select the amount of power you require

The "English" meter, where you can put side, follow or even draw on the ball

100 points, well done. Only another 2,900 to go!

Believe it or not, this is the table. It's green, six feet long and has six pockets. This is where you play pool, OK?

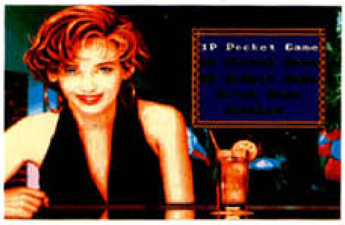
GET A GRIP!

⬆ ⬇ ⬅ ➡ Moves the dotted line around the table so you can line up your shot

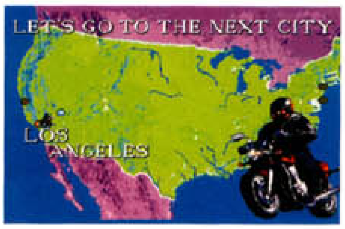
Ⓐ Sets your power

Ⓑ Toggles between the colours and numbers of the balls, and when used with Up or Down, puts English on your shot

Ⓒ Cancels your shot if you make a mistake (very useful)



Excuse me, can I buy you a drink? Oh, you've already got one. Fancy a game of pool then? No? Alright, I'll put something on the juke-box then



OK, so you've sorted out Los Angeles, now try your luck elsewhere, or as Norman Tebbit would say, "Get on your bike"

every time you prepare to take a shot, you'll see a thin dotted white line, which shows the path the white ball will take once you've hit it.

Having set the line you can then decide if you want to put "English" on the ball. English is the pool term for the way the ball will react after it comes into contact with another ball.

For example, if you put draw on the white ball, it will roll backwards, depending on how much power you used or how powerful the English was. Using English you can also put follow, right spin, left spin and all of these together to make very interesting combinations.

Now I know what you're thinking, "This is easy, all I have to do is pot the balls and that's that". Well think again buster, 'cos things are a bit more complicated than that.

JUST HANG ON A MINUTE, MATEY

It may be just a case of potting balls, but you've only got eight shots in which to clear the table. Miss a ball and you'll lose a shot, lose all your shots and it's game-over time.

But you've more than just running out of balls to worry about. You need points. Each ball you pot earns you 100 points, which is fair enough, but when you know that you need 3,000 points to get past the first level, you're in trouble.

This is where the bonus screen comes in. Pot balls in a row of two or more and you'll receive a bonus. The more you get in a row, the bigger the bonus. You also get a bonus for potting the balls in ascending numerical order, 1, 2, 3, 4, 5 etc. Put these bonuses together and you can rack up several thousand points, moving you on to the next stage.

Even though you collect bonuses at the end of each frame, you can also add to your points in game. Every second shot will light up a certain pocket with a flashing star. Pot a ball in this pocket and you'll get a bonus. It could be points, it could be more balls, you'll have to do it to find out.

Using all these extra bonuses and special zones, you have to achieve the following goals: clear the table, don't run out of shots and get enough points. Add to that the fact that after every stage (except stage one) you have to complete a trick shot, and you've got a game that's going to take a while to complete.

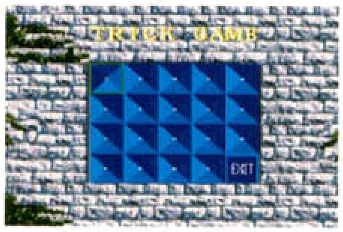
SETTING THE PACE

Side Pocket is nice to look at (especially the girlies) and good to listen to as well, but the gameplay is what really makes this pool game a joy to play.

The game is easy to control and once you've started playing, you'll find it very hard to stop. It's going to take some time to finish and the two-player games and the trick-shot challenge just go to add to the game's longevity.

In a world of shoot-'em-ups, platform games and more shoot-'em-ups, *Side Pocket* offers a refreshing change of pace, and I'd recommend the game to anyone. It is, in fact, a cracker.

® *Paul Mellerick*



Successfully play loadsa trick shots to uncover a photo of a nice girlie

Jukebox.

♫ Whispers

All music composed By Emi Shimizu.

Sit down by a nice sunset, put on some mellow tunes and chill out, 'cos it's juke-box time. Now all you have to do is win a few pool matches. No problem!

SIDE POCKET™
PRESS START BUTTON
© 1992 DATA EAST CORPORATION
LICENSED BY SEGA ENTERPRISES LTD.

PUBLISHER: Data East (IMPORT)

PRICE: £39.99 (SEE IMPORTER)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Telegames: 0533 516861

Go for it by yourself or play with a friend – it's up to you

Just the one level of skill

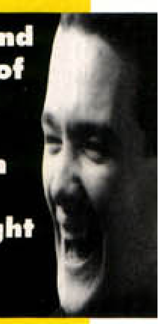
You start with eight shots in hand

No battery back-up or passwords

Five stages in one-player mode

GRAPHICS	8
SOUND	8
GAMEPLAY	9
GAME SIZE	5
ADDICTION	8

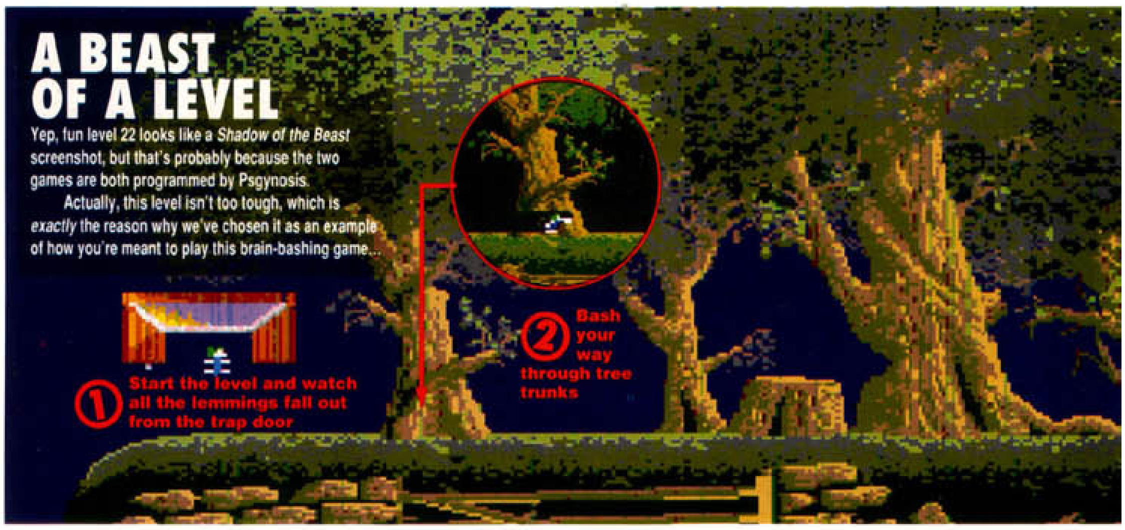
"Great stuff and a real breath of fresh air. Brill on your own and just as fun with a mate. Try it, you might well become addicted"



84 PERCENT

GET A GRIP!

⊖ ⊜ Ⓤ Ⓓ Moves the cursor/crosshair around
Ⓐ When held down with the joypad, scrolls the screen
Ⓑ When held down with the joypad, moves through the control panel
Ⓒ Activates the lemming when it walks into the crosshair
Ⓐ Ⓢ When pressed simultaenously, you surrender, and your time runs out. You can have another go if you wish



A BEAST OF A LEVEL

Yep, fun level 22 looks like a *Shadow of the Beast* screenshot, but that's probably because the two games are both programmed by Psgynosis.

Actually, this level isn't too tough, which is *exactly* the reason why we've chosen it as an example of how you're meant to play this brain-bashing game...

① Start the level and watch all the lemmings fall out from the trap door
② Bash your way through tree trunks

LEMMINGS

Yes, after all those months of teasing little screenshots and news items, the real thing is here. And, of course, it's a cracking little game that every Mega Drive owner should have.

Lemmings is a classic and there's no getting away from it. It's appeared on almost every computer and console format and each version has successfully incorporated the playability and cuteness that made the original Amiga game an instant hit and also made Psygnosis very rich indeed.

But wait a sec... there must be some people out there who wouldn't know a lemming from a speedy old hedgehog. So come with me and I'll tell you what this game's all about.

SO, WHAT'S A LEMMING THEN?

Lemming are small rodents, which live quietly in Northern Europe, minding their own business. Trouble is they tends to get carried away with a certain reproduction activity, and so the population explodes. Then something very strange starts to happen.

The lemmings all get together and hold a meeting (or something, I dunno). Thing is they hold it on the edge of a cliff. They walk all the way there and keep walking, right off the edge. They do this until the population decreases to the right amount and then they start the whole thing all over again.

Yeah, you've sussed it, lemmings are stupid. They keep going and going until they either run into an obstacle, which prevents them from going any further (in which case they turn around and go the other way), or they fall off and die.

A right little beaut

Using this built-in desire to commit suicide as a basis for a computer game, Psygnosis (the game's original programmers) came up with a maddening platform puzzle game that's a right little beaut.

The game consists of 180 levels, each of which follows the same principle: a whole gang of lemmings emerge from a point on the screen and start walking in whichever direction takes their fancy. It's your job to make sure that enough of them (you're given a target percentage survival rate at the start of each round) end up in the official designated exit point without killing themselves (walking into a lava pit, falling off a high ledge, drowning, or all number of other fatal possibilities) in a set time.

But rather than just stand there shouting, "Left... right... no right a bit more" at the screen, you have to "turn" each lemming into a specialist, so that he can do a certain thing.

If, for instance, your parade of lemmings is heading towards a hole in the ground, turn one of them into a builder and he'll build a short bridge, allowing fellow lemmings to walk over it. Do this at the right point and they might walk over a fiery pit or a big gap, saving them from certain death.

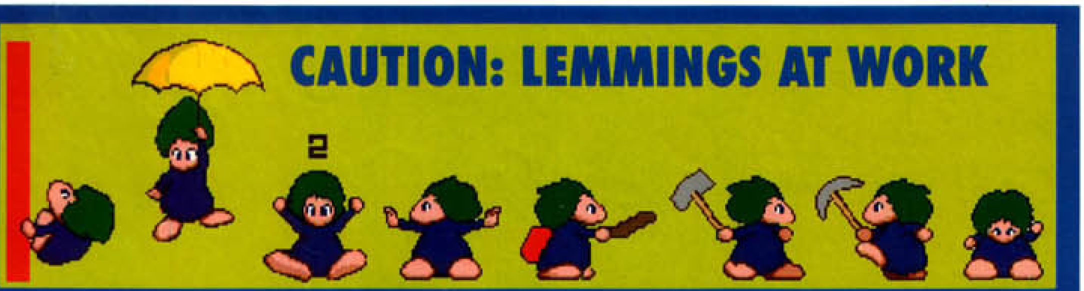
You can turn a lemming into many things, such as a digger, a miner, a floater or even a blocker (see the explanatory box below). So check out the level and then start to work out which type of lemming you need to do which particular jobs – remembering that all the while you are up against a five minute time limit and a percentage survival rate. So, that's what the game is all about.

SIMPLY THE BEST

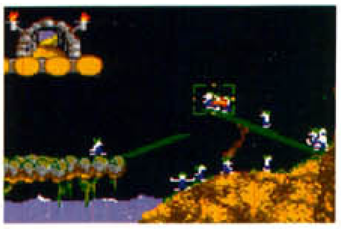
Although *Lemmings* may be a simple idea, it's the lateral thinking demanded from the cunning design that makes it such a classic game design, and a game which will keep you going for weeks on end. Believe me when I say you won't finish this in a week.

There are 180 levels and some of them are going to send you head-scratching for days. Thankfully, though, each level has a password. Complete one level and write the password down. Now you can come back to the exact point at which you finished – an excellent use of a password system (and

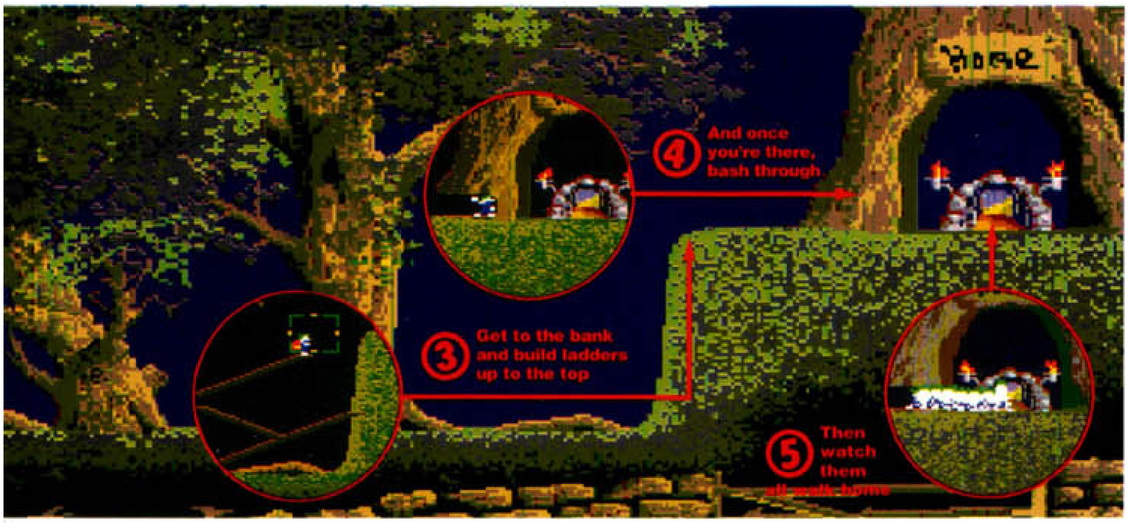
CAUTION: LEMMINGS AT WORK



Climber: Climbs anything vertical	**Floater:** Floats down safely from any height	**Bomber:** Blows up the poor little lemming	**Blocker:** Stops others from walking past him	**Builder:** Builds a diagonal stairway	**Basher:** Bashes through anything	**Digger:** Digs diagonally to make a path	**Miner:** Picks downwards to create tunnel

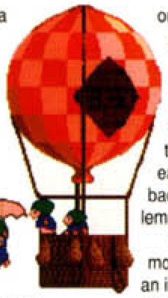


Bridge building is one of the best things you can do, but make sure you've got plenty of room



③ Get to the bank and build ladders up to the top
④ And once you're there, bash through
⑤ Then watch them all walk home

The much-hyped *Lemmings* is finally here and so is Paul Mellerick, who has absolutely nothing in common with the furry North European rodents he loves so much



great news for me because I've got a feeling that MEGA PLAY will be featuring quite a few of these green-haired euthanasiasts).

An extra bonus for those of you who like to pit your wits against your mates, is the two-player head-to-head game. For this, the screen window splits in two and two different tribes of lemmings emerge (blue for player one and green for player two). Both tribes are on the same landscape at the same time, but you only get to control your own lemmings. The idea is not only to guide all your furry-friends to safety but to scupper your opponents chances – great stuff. And, the two-player game (set over 20 levels) effectively makes the game 200 levels long.

CONTROL CHAOS?

The trouble with converting an Amiga game to the Mega Drive is the control system. A simple shoot-'em-up (much like *Xenon II*) is easy enough, but with a game that was originally controlled by a mouse, the movement of the joypad and control system is very important – the joypad can only move the cursor in eight directions for a start.

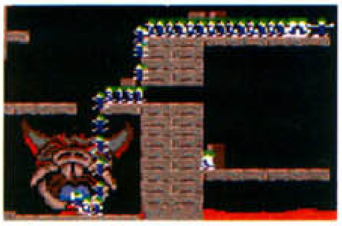
Using the pad, the on-screen cursor moves very quickly – some would say too quickly. Moving from a lemming to the control panel needs to be easy and quick, so you can get back in time to "turn" that particular lemming into something useful.

Although you'll use the D-pad most of the time, the buttons play an important role too. The system takes some time to get used to as it does require precision and timing, but you can pause the game while you decide what to do, and you should soon feel comfortable and in control.

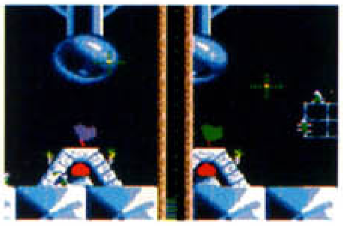
The presentation's OK. The graphics are almost identical to every other version of the game, and although they're by no means stretching the Mega Drive to it's limits, they are really all that's needed – crisp, clear, well defined and easily spotable. Meanwhile, the silly little sound ditties may be cute and all that, but they are really irritating and I suggest you put something on the stereo while you're playing.

To conclude, *Lemmings* is a fantastic puzzle game, very well converted and more than just a Mega Drive version of an Amiga game. It's a classic in its own right – go out and buy it.

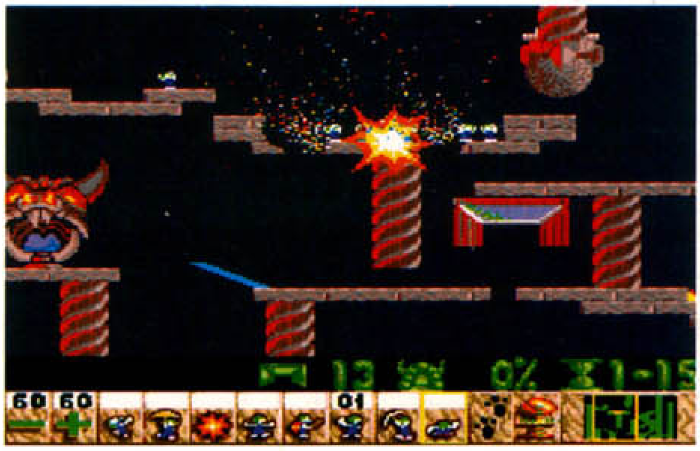
Paul Mellerick



Lemmings can fall quite a distance, but not too far. Gamble and it might pay off… then again it might not



Two-player *Lemmings*: pit your wits against a friend and see who comes out on top



If you've messed up a level, you can always quit by pressing A and Start together. But, if you fancy a bit of fun, you can always choose the nuke icon and blow all hell out of the lemmings

PUBLISHER: Sunsoft (IMPORT)

PRICE: £39.99 (SEE IMPORTER)

RELEASE: Out now

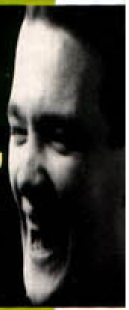
CARTRIDGE: 8 Mbit

CONTACT: Gamesville: 0293 541953

- Tax your own brain or take out your frustration on a mate
- Six skill levels: fun, taxing, tricky, mayhem, Sunsoft and present
- Infinite tries. If you get it wrong, start again
- There's a password for each level
- 180 one-player levels and 20 two-player levels

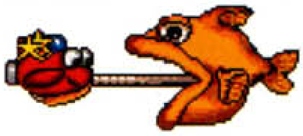
GRAPHICS	5
SOUND	4
GAMEPLAY	9
GAME SIZE	10
ADDICTION	9

> **"It's fun to play, will last you ages and will make you think. What more can you ask for?"**



90 PERCENT

THE GADGET TWINS



All this, just for one precious stone? We weren't warned, and now Amanda Cook's having nightmares about cute planes with extendible boxing gloves

Ever wanted to change your name to Bop or Bump? Nah, me neither – but now you can at least fantasise about it with Imagitec's downright weird and warped *Gadget Twins*.

You get to control either of these – well, cute is the only word – chubby planes, both armed with a disturbing variety of weaponry ranging from boxing gloves to ruddy great hammers, in a strangely unhinged quest to nab back the Gadget King's beloved Gadget Gem, which has been swiped by an evil swine called Thump.

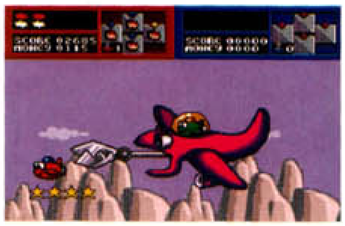
NOT EXACTLY THE NORM

The only vaguely normal thing about the game is that it scrolls horizontally right to left... and that's where it ends. The general idea is to fly around bopping your adversaries on the nose with your boxing glove, crushing their craniums with the mallet or pinching them to death with a weird, metallic thing, which wouldn't look out of place on the operating table of a plastic surgeon.

When you've knocked them out of the sky in this manner, you get to grab coins of varying currency, which must be spent on extra weapons in the shops that frequently float past. Occasionally, an extra large nasty appears who must be viciously bashed in before you can move on to the next level.

ERRATIC ENEMIES

The weapons can, and need, to be extended in four different directions to deal with the rather erratic behaviour of the enemies, which take the forms of psychotic squid, demented octopuses and many other weird mutations of water and air inhabitants as the game moves from submarinal to, er, above-water action. In addition, treasure chests sometimes crop up, which, if punched open, will spew out something delicious like a speed-up or a shield, making your progress that little bit more bearable.



The second level-one boss. He takes one hell of a beating before he chucks in the towel and spits out a pair of lethal metal jaws

The two-player option gives you the opportunity to crack the other player on the head and nick his weapons and cash – thus allowing you to lose friends and have arguments with people very easily.

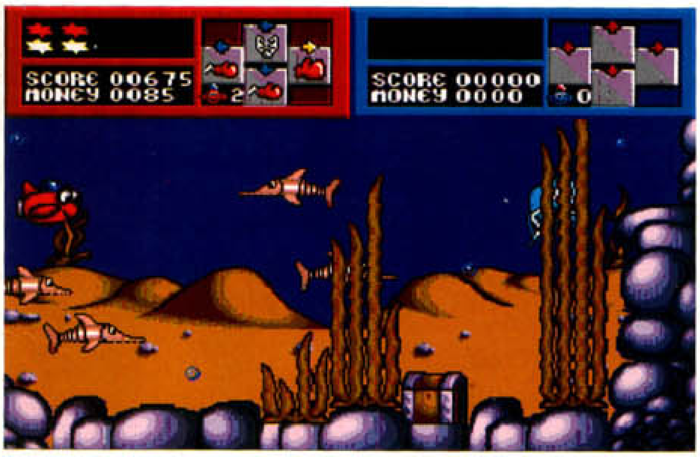
The Gadget Twins is a refreshingly warped little game with masses of playability and endurance. It has a cartoon-like look and will best appeal to those with more deranged minds. But be warned, it's damned difficult and you need to spend quite some time mastering the control system before any kind of progress can be made.

There's nothing particularly awe-inspiring about the gameplay, but creaming crustaceans to a pâté with a hydraulic boxing glove makes a pleasant and whimsical change from blasting the hell out of a bunch of ugly aliens.

® *Amanda Cook*

GET A GRIP!

- ⊖ ⊕ ⊗ ⊘ Moves you around the screen
- Ⓐ Activates selected weapon
- Ⓑ Alters direction of weapon in clockwise motion
- Ⓒ Lets you enter a shop, but doesn't do much else



Punch the swordfish and watch out for the octopus, which is lurking behind the weed. Open the treasure chest, and all manner of goodies could be yours

POWER UP

Throughout the game you can collect various power-ups, which make things a lot easier. MEGA shows you what's what.

Coins: The small coins are worth 5 units and the larger ones are worth 20

E thing: Gives you a boost of energy, restores a few stars

Arrows: These speed up your plane. A few of them, and you're zipping around the screen

Shield: Puts a protective bubble around your ship for a limited time

Golden plane: Extra life

THE
GADGET
Twins

PUBLISHER: Imagitec (IMPORT)

PRICE: £40 (SEE IMPORTER)

RELEASE: December

CARTRIDGE: 4 Mbit

CONTACT: Console Concepts
0782 712759

One or two players, team play or versus mode

Only one level of skill

You've got three lives

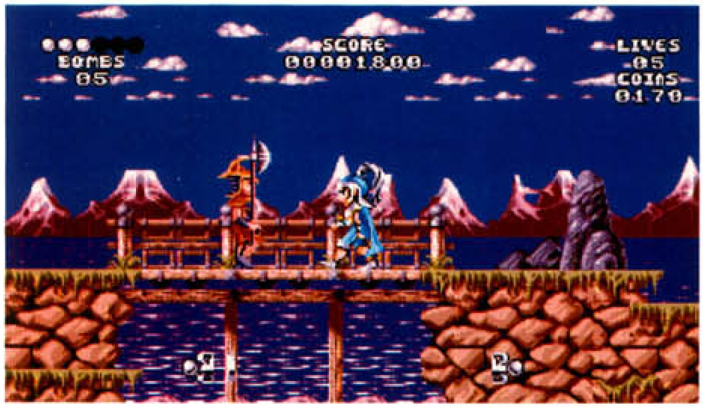
No battery back-up and no passwords

There are six levels, with two boss monsters on each

GRAPHICS	8
SOUND	6
GAMEPLAY	7
GAME SIZE	6
ADDICTION	8

"Fantastically weird and attractive, er, bop-'em-up with cutesy appeal and terrific two-player mode"

78 PERCENT



Excuse me mate. Do you know where the portal is? It's a big blue shiny thing that you walk through

GET A GRIP!

Ⓛ Ⓡ Moves you left and right. Up and down are not used

Ⓐ Uses your currently selected weapon

Ⓑ Makes you jump. The longer you hold it down, the more you jump

Ⓒ No function

GALAHAD

A princess has been kidnapped, so Paul Mellerick dons his armour, and sets off on another perilous journey...

All is not well in Camelot. Princess Leandra has been kidnapped, precious artefacts have been stolen, King Arthur is a little upset, the Camelot All Stars have been knocked out of the FA Cup (again).

The reason behind all this trouble is a wizard (warlocks, I here you cry), and a darn ugly one at that. He goes by the name of Miragon and he wants to get his hands on the King. Miragon began his quest by taking treasures to use as bait, but the King saw through his yarn.

That's when the real trouble began. The princess (from Psygnosia, would you believe) was taking a walk in the grounds, when she got a bosh on the head and was kidnapped. All this was too much for poor old Arthur, who ordered that the princess should be rescued.

The graphics are crisp and very detailed

IT'S DOWN TO YOU

Now, all the knights of the Round Table discussed the prospect of heroics, but decided that going up against a wizard was a bit rash. So they sent you instead, *you* being Galahad, son of Lancelot.

But before you can set off on your monarchistic mission, you've got to get the treasure back. Easier said than done. The 21 items of treasure have been split up equally and hidden in three separate worlds.

You, therefore, have to travel to each world and explore seven different lands. Each land hides an artefact, and you must find this and take it to the portal. The portal will then transport you to the next land.

When you've collected all seven items, you will be taken to the next world and when you've finished all three worlds, you'll have to rescue the princess.

Each land is quite large and infested with all sorts of creatures, which are out to stop you finding any of the treasure. You have only your trusty sword as solace, but you do have the opportunity to buy more weapons.

Every time you kill an enemy, whether it's a goblin or a mad doberman, they'll disappear and leave something behind. This could be a health point, a 1-Up or (more likely) some money.

Collect the money, and at various points in the game you'll be able to enter a weapon shop. From here you'll be able to form a selection of weapons, which will increase your firepower.

A TRULY LUSH AFFAIR

There is really only one word which describes the graphics in this game, and that's lush. They are very detailed and crisp and they give the game a great deal of atmosphere. The various bad guys you come across are greatly detailed and some of them are enormous. The scenery is great and the various little touches (open weapon shops have smoke coming out of their chimneys) make looking at it all the more enjoyable.

The sound is also very good but strangely upbeat and almost *Sonic* like, especially during the special sequence when you walk through the portal. Fantastic looks and great (if a bit out of place) sound, however, can't save a game that gets repetitive from level two onwards.

SIMPLICITY AT ITS MOST, ER, SIMPLISTIC

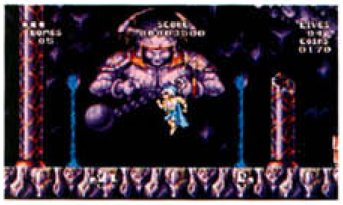
All you have to do on each level is find the treasure and then find the portal. Even when the stages become more complex, the gameplay remains the same.

Use hanging and swinging platforms to get from A to B and, on the way, kill anything you come across. The weapon shops add some interest but all they do to the game is allow you to kill things quicker.

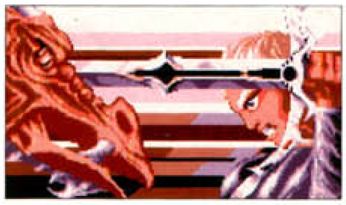
Even though the game is split into three worlds (you get a password after completing each one), none offer much new in the way of interest, and for all you know, you might as well be back on level one.

Fans of boring, long-winded, platform games will think I'm wrong, but anyone who sit downs and plays this for more than three hours without getting bored, is probably dead already.

® Paul Mellerick



When things get harder, you can bet you're near the treasure



Ouch! Still, a sword in the eye is better than using Oxy D

PUBLISHER: Electronic Arts

PRICE: £39.99

RELEASE: November

CARTRIDGE: 8 Mbit

CONTACT: EA: 0753 549442

Only one player

Three levels – easy, normal and hard

Three or five lives, and between three to six hits per life

A password for every world (every seven levels)

Three worlds split into seven lands and the final-boss level

GRAPHICS ●●●●●●●●○○	8
SOUND ●●●●●●●●○○	8
GAMEPLAY ●●●○○○○○○○	3
GAME SIZE ●●●●●●●○○○	7
ADDICTION ●●●●○○○○○○	4

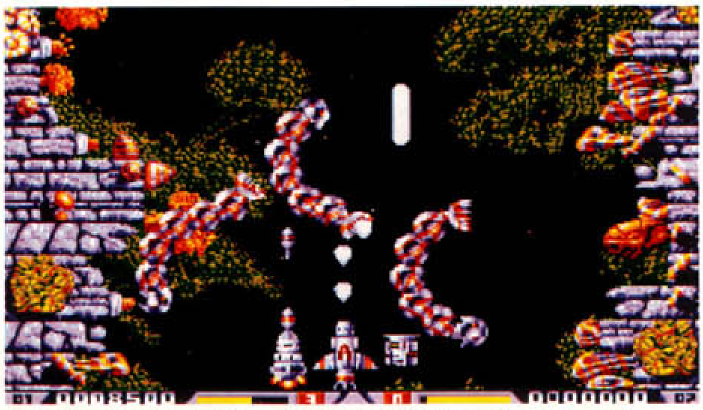
"It looks fab and plays well too. The trouble is that you'll die from lack of action in about half an hour"

55 PERCENT

GAME REVIEW

XENON II MEGABLAST

If you want to do some serious wasting, you have come to the right place. However, Andy Dyer reckons that the only things wasted on this cart are your time and money



Let the centipedes have it, but be careful not to fall under *Xenon II*'s curiously hypnotic spell. Close your eyes, you are sleeping, you do not want to believe, you are sleeping. Zzzzzzzz

Megablast? More like puny-slow-and-really-rather-dull blast. As Mega Drive shoot-'em-ups go, this must be one of the most mind-numbingly boring games I've ever played. If you've ever marvelled at the fantastic graphics and sounds in *Thunderforce IV*, or been gripped by the addictive fervour of *Hellfire*, you'll be amazed at just how bad *Xenon II* is.

SAME OLD STORY

The game's been around on other computer formats for years, and the Mega Drive version looks and plays exactly the same as all the other versions – except that the music on the Amiga is vastly superior. It's a vertically scrolling effort with sets of aliens that trudge wearily down the screen towards your ship – which just happens to move with all the grace and speed of a sloth having a siesta.

Aliens sometimes appear from behind you, but they are easily destroyed with a rear-firing cannon. It's pretty standard shoot-'em-up gameplay – at the start you're equipped with a weedy single-shot cannon, but you're given a few gratuitous power-ups and soon the aliens don't stand a chance.

Some power-ups appear at set positions, but for really mean hardware you have to shop around. When you kill a complete set of aliens, you're rewarded with a diamond, at least I think it's a diamond, it could easily be a bubble.

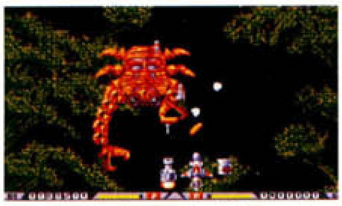
DIAMONDS DON'T PAY OFF

Collect the diamonds and you're given credits at the mid-level and end-of-level space shop – a sort of Weapons R Us place run by an unwholesome alien. Plenty of hardware is on offer, from lasers to twin shots and mines to super nashwan power. It's just a pity that when you come to use your all-new mega death weaponry, you're disappointed by the puny graphics, tinny sound effects and the distinct lack of excitement.

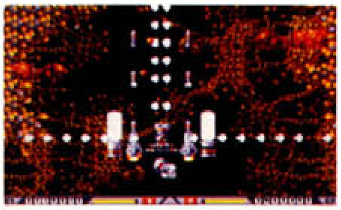
And that's the main problem with *Xenon II*. It's just too slow and too boring. There's nothing that grabs you by the throat and says, "Play me or I'll chew your lungs out." *Thunder Force IV* and *Hellfire* really get the adrenaline pumping, but *Xenon II* is more like a sedative. You just can't take the aliens seriously, especially the ones that look like skittles and tea cups. The bosses look good, but are far too easy to kill. There are loads of weapons, but they all lack punch.

The game has a good name, but it's totally inaccurate. There's certainly nothing mega about this blaster.

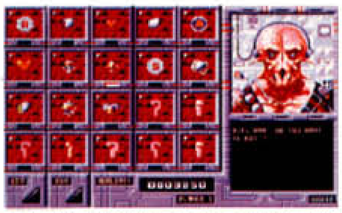
® *Andy Dyer*



OK, this lobster may look hard, with those extendy claw-like thingies, but it's really quite easy to beat

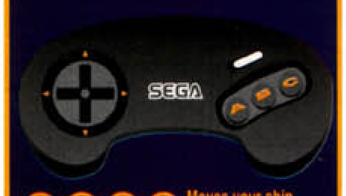


Super nashwan power is one of the most awesome weapons. Shame, then, that it only lasts for 20 seconds



Yeeesss, it's shop time. Let's spend all that lovely loot that those horrible little ships dropped earlier

GET A GRIP!



←→↑↓ Moves your ship around the screen

Ⓐ Shoots selected weapon

Ⓑ No function

Ⓒ No function

PUBLISHER: Virgin Games

PRICE: £39.99

RELEASE: November

CARTRIDGE: 4 Mbit

CONTACT: Virgin: 081 960 2255

One or two players, but no simultaneous play

Three levels of skill – easy, medium and hard

You've got three lives

Save? Don't be a loon, this is a shoot-'em-up

There are four levels, but each level is split into two stages

GRAPHICS ●●●●●●○○○○	6
SOUND ●●●●●○○○○○	5
GAMEPLAY ●●●●○○○○○○	4
GAME SIZE ●●●●○○○○○○	4
ADDICTION ●●●○○○○○○○	3

"*Xenon II* is really showing its age. It's slow, boring, totally uninspiring and there are plenty of better shoot-'em-ups around anyway"

45 PERCENT

Are you Britain's best games player?

BEAT THE REST AND WIN THOUSANDS OF £££s!

(There's £10,000 in it for you if you are...)

Yes, £10,000! That's the prize for the winner of the National Computer Games Championships, and entry is absolutely free. All you have to do is turn up to one of the Virgin Games Centres where heats are being held and show us what you're made of!

To start with you have a choice of playing on the Mega Drive, Super NES or Amiga, but if you get through the first stage then you'll have to really show off your skills by playing several games on different machines.

If you get top marks in the special gamers' challenge you could make it to the finals at the Future Entertainment Show in November and face a play-off on the video wall with the TV cameras watching! And the winner will walk off with £10,000 in cash.

If you think you're up to the challenge, look up your nearest entry point below, and see if you are as good as you think you are...

THE PRIZES!

The winners of each heat will go forward to a regional final the same week. The winner of each regional final will get an **Amiga,** a **Mega Drive** and a **Super NES,** plus copies of the games which will be used in the finals so they can get ready in style. In the grand final itself, the runner up will get **£4,000** while the winner will go home an incredible **£10,000** richer!

FREE ENTRY!

HOW TO ENTER

Please pre-register the week before at your nearest store:

12th, 13th, 14th, 15th October
Glasgow Union Street Megastore
Falkirk Games Centre
East Kilbride Games Centre

19th, 20th, 21st, 22nd October
Stockport Game Centre
Manchester Megastore

26th, 27th, 28th, 29th October
Bromley Game Centre
Croydon Game Centre
Guildford Game Centre
Ilford Game Centre
Kingston Game Centre
London Game Centre,
100 Oxford Street
Birmingham Megastore
Bristol Game Centre
Cardiff Megastore
Newcastle Megastore
Gateshead Game Centre

MEGASTORE
Virgin
GAMES CENTRE

There you'll have to try out a special timed challenge on Zool, Robocop 3 or Aquatics. Regional finals will be held on the Friday of each week in a local Megastore, and the winners of the regional finals will go to the grand final in Earls Court on November 7th and 8th.

THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS

MEGA

sponsored by MEGA and Virgin Retail
in association with Bad Influence!

Virgin

MEGA PLAY

Feeling frustrated, infuriated, and quite frankly a complete failure? Well read on, because it's tips time, and what follows will probably change your life...

TIPS DIRECTORY

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Two Drude Dudes	78 and 80
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TRUXTON

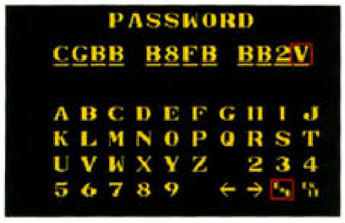
Truxton is one of the oldest games you can get for your Mega Drive, but it's still good fun. If you fancy causing some extra damage with your smart bomb, fire it and pause the game. Wait for about 15 seconds and then unpause. It now takes out everything in sight.

SAINT SWORD

Can't get very far in *Saint Sword*? Well here are some level codes to help you out.

Level 3-1 – IQW1EL
Level 4-1 – K2JOCK
Level 4-2 – KWWKQQ
Level 5-2 – QWQ10C2
Level 6-1 – S2YY2Y
Level 6-2 – SOGZAL
Level 7-2 – XXKSIS

CYBERBALL



PASSWORD
CGBB B8FB BB2V

American Football with robots – that's *Cyberball* that is

Here are a few game-busting passwords for the future American football game, *Cyberball*. Enter L5BB LDC1 BFAV and you're Dallas playing in the final against Los Angeles. Or enter CGBB B8FB BB2V to win as Chicago.

MASTERS OF MONSTERS

If you've got *Masters of Monsters* on the Mega Drive, you might like to see the end sequence. Just press A, B and C then Start. Also, if you hold the Up-Left diagonal, you'll get English text – very useful.

THE FAERY TALE ADVENTURE

Press 'A' to Play.
ACTION

Enter the password here and the end sequence is yours. No really, I'm telling the truth

If you fancy seeing the end sequence to *The Faery Tale Adventure*, then enter this password: 7R2KUL6RSZXSK6NHGS DCB720663RI2HO785P

FIRE SHARK

It's easy enough anyway, but if you fancy blowing seven shades of shampoo out of everything, then this is for you

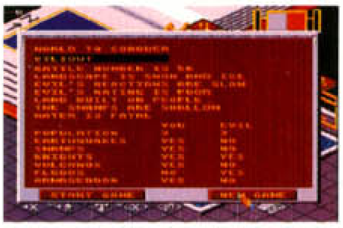
Finish *Fire Shark* and when you start again you'll have full power ups, making the whole game much easier. But if you finish the game on easy level, you still have another ten levels to go.

ASSAULT SUIT LEYNOS

If you'd like to become invincible on *Assault Suit Leynos*, then press Start on the second controller during play. Also, if you kill the end-of-level boss on the first level, you'll get 2800 points. These points then enable you to get all the weapons possible on the second level.

You can also mess about with the Sega logo at the start of the game. Press and hold down buttons A and C while holding the controller in the Up-Right diagonal position. When the logo stops spinning, you can use the pad to redraw it in any way you like.

POPULOUS



It's bad enough having over 500 levels, but thanks to this cheat you can take on any world you want

Pick your own level on *Populous* by entering the level number and the word BIT, ie for level 284 enter the password as 284BIT. In order to enter numbers, you'll have to hold down button B while pressing Up or Down.

MEGA PANEL

Stop the girl talking in *Mega Panel* by pressing button C at anytime during play.

BATTLE GOLFER

Did you know that there is a music test on *Battle Golfer*? Just press B and Start on the title screen to enter it.

TECHNOCOP

If you're running out of energy in *Technocop*, pause the game and press C ten times, A five times, B twice and A ten times. Unpause and your energy bar will be back to full.

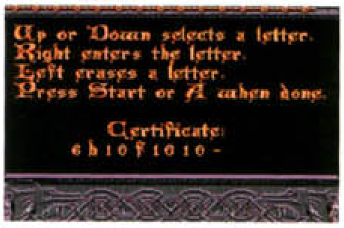
PUNK
GUN
NET

How nice of him to write his name on the wall. Now kill the punk

VERYTEX

If you're having trouble with *Verytex*, then this tip is for you. Pause the game and hold down buttons A, B and C. Then press Down and Start for an extra life. Keep pressing Down and Start for more lives.

THE IMMORTAL



Up or Down selects a letter.
Right enters the letter.
Left erases a letter.
Press Start or A when done.

Certificate:
6b10f1010-

You'll never die again in *The Immortal* if you use the level codes

Here are some level codes for that fab game *The Immortal*.

Level 3 – 6E1EC21000E10
Level 4 – 465FA31001EB0
Level 5 – D4BFD41000EB0
Level 6 – BCFEF51010A41
Level 7 – 6B10F61010ACL
Level 8 – E590D710178C1

OUTRUN

TIME 31
SCORE
LAP
STAGE 1

Ten out of ten for the roll, minus ten for driving ability. You'll never finish like this, but use the tip below and you can see the end sequence

Get on the high score table in *Outrun* and enter your name as ENDING. You'll now be treated to the end sequence.

JAMES "BUSTER" DOUGLAS BOXING

1UP
HIGH SCORE
CPU
Buster Douglas
1:23
Dynamite Joe

What a man, what a career. He beats Mike Tyson and then gets beaten in his next fight. Nice one James

If you've run out of continues on *James "Buster" Douglas Boxing*, then press Up and Start on the game-over screen for one more try.

ARROW FLASH

This is a neat trick which gives you a longer lasting arrow flash in *Arrow Flash*. Set the arrow flash to charge and then watch the demo. Start the game, and if the arrow flash which should have been charged is stocked, then it has worked.

RINGSIDE ANGELS

Wrestling games are very popular on the Mega Drive but female wrestling games are rare. In fact, *Ringside Angels* is the only one. If you've got this game, and fancy fighting against yourself, choose Cuty Suzuki and then hold A while pressing Start on the select screen.

SHINING IN THE DARKNESS

If you're playing an RPG, you'll need money and if you're playing *Shining in the Darkness*, you'll need loads of it.

Take a magic item that has lost its power to a shop to be repaired. Make sure you have less money than it costs. Then go to sleep and pick up the item the following day. You'll now find yourself with a really big wad of cash.

THE NEW ZEALAND STORY

When the demo of *The New Zealand Story* is running, rotate the joypad either anti-clockwise or clockwise. This should give you nine credits.

It's cute and fluffy and it carries a bow and arrow. Yes, it's highly unlikely storytime again

ALEX KIDD IN THE ENCHANTED CASTLE

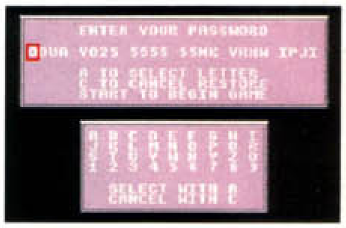
Do you fancy skipping through the janken matches in *Alex Kidd in the Enchanted Castle*? Yes? Well, when you've finished talking, press Start to get to the item select screen and then Start again to exit.

RAMBO 3

If you're having trouble getting through *Rambo 3*, then you may find invincibility very useful.

On stage two you'll see two crates, which you can blow up. Walk to the right-hand crate and then walk away. Head right until half the crate is in sight. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you'll be invincible. Easy huh.

CENTURION



ENTER YOUR PASSWORD
QDUA YQ25 5555 55NK VKXW IPJI

Rome wasn't built in a day, but you can finish *Centurion* in one if you use this password

Would you like to own the whole world? In *Centurion* it can be yours if you enter the following password: QDUA YQ25 5555 55NK VKXW IPJI.

JOHN MADDEN FOOTBALL '92

If you'd like to be your favourite team in the Super Sunday Final, enter these codes. Your team is the first one to be named in the following list.

Atlanta vs San Diego – CG1PYFTM
Buffalo vs San Francisco – BXMMC6M1
Chicago vs Denver – CG8JYLC1
Cincinnati vs San Francisco – BOXWLRM8
Cleveland vs Philadelphia – D5C5N11G
Dallas vs Miami – BDNT6NX7
Denver vs Philadelphia – C5ZWM8BZ
Detroit vs Buffalo – CZYZYZS8
Green Bay vs Cincinnati – DSBK3W5W
Houston vs New York – DSRTMLVY
Indianapolis vs Phoenix – BD1X612H
Kansas City vs Atlanta – CLG7Y8FF
Los Angeles vs Miami – CNYGOYHL
Miami vs San Francisco – B6KKGYOL
Minnesota vs Buffalo – BTDWO9BN
New England vs Washington – B9M3YDIP
New Jersey vs New York – C235TOZD
New Orleans vs Kansas City – B27O9V41
New York vs Buffalo – D42HGN2K

BUFFALO
AT
MINNESOTA
EASN
CHAMPIONSHIP

It's Super Bowl time again and this time around you can make sure your favourite team takes part

Oakland vs Washington – CDLLB7LM
Philadelphia vs Houston – CSWV7Z76
Phoenix vs Buffalo – CSSXHF4P
Pittsburgh vs Chicago – CZ97W14F
San Diego vs San Francisco – D8L3T4XY
San Francisco vs Denver – B3DFNO5K
Seattle vs San Francisco – BLTJXL6Z
Tampa Bay vs Denver – CK5HHPYP
Washington vs Oakland – CZSK2TMR

SPEEDBALL 2

Things might be easy in the second division, but enter this code and when you get promoted you'd better buy some decent players

Fancy getting among the big boys in *Speedball 2*? Then enter LIWY DIAO EbBE M7TH QbSt -jow 0FbD IBJm. You'll now be in division one.

GRANADA

Did you know that there is an easy option in *Granada*? Select rank on the options screen and press C ten times. This will allow you to enter a hidden option, which will make the game a tad more accessible.

RAINBOW ISLANDS

Make things a little bit easier for yourself in *Rainbow Islands* by pressing Up, B, Down, Left, C, A, A, B and C on the title screen. You'll now start the game with all the power-ups.

STORMLORD

Bit of a puzzler this one, but if you run into any difficult bits, then you can skip the level. Good stuff

Stormlord is a bit of a toughy, so a level skip comes in quite handy. Pause the game and press C once, B three times, A four times, C twice and A four times again. You can do this on all levels.

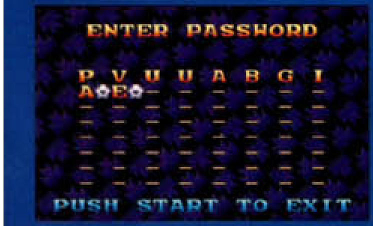
Turn over

EURO CLUB SOCCER

This is a very popular game. Maybe because it's the best footy game you can get for the Mega Drive. So, for all you soccer buffs out there here is a complete list of codes so that you can get every English team through to the final. From here it's up to you.

Norwich City – 373UAA4IGC (vs Rangers)
Liverpool – SAHEAA6ICA (vs Celtic)
Aston Villa – BEDUAA7ICA (vs Real Sociedad)
Tottenham Hotspur – J6CUAA8IHA (vs Celtic)
Arsenal – ZWNEAA9IAE (vs Bordeaux
Nottingham Forest – KQAEABAIAE (vs PSV Eindhoven)
Leeds United – J9NUABBIAE (vs Gothenburg)
Everton – 7BKEABCIAE (vs Seville)
Manchester United – 3YREABDIAE (vs Hearts)
Chelsea – D7FUABEIAE (vs Hearts)
West Ham United – GE8UABFIARE (vs AC Milan)
Rotherham United – PVUUABGIAE (vs Hamburg)

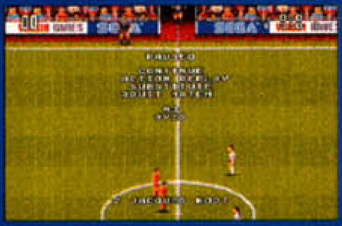
But if you'd like to get through to the final yourself, this cheat might come in handy. The games through to the final all take place over two legs, but as you may have noticed if you quit a game, you'll always lose by one goal. So play the first leg and make sure you have more than a two-goal lead. Then instead of risking defeat, just quit the match straight away and you'll move through to the next round. Easy huh!



If you fancy going right through to the final, enter your passwords here

EUROPEAN CUP
FIRST HALF

But if you fancy playing your way through, use this cheat

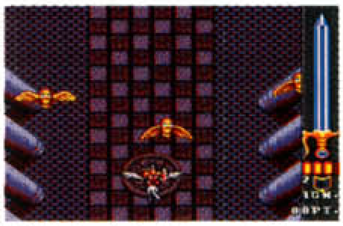


OK so you're 3-0 up from the first leg. Just select Quit Match

SCORE
0 : 1
(3 : 1)
FULL
TIME

And they'll win the match 1-0 but lose 3-1 on aggregate. Easy, easy...

PHELIOS



Not the best shoot-'em-up in the world, but not the worst either

For six extra continues on the game *Phelios*, press C, A, B, A, C, A, B and then A on the chapter one screen.

MARVEL LAND

It's cute and there's loadsa colours in it. What more do you want?

Enter the code TRIDENT to enter the last level of *Marvel Land*.

HERZOG ZWEI

If you can't get very far in *Herzog Zwei, you may be interested to learn this password to enter the last level* – JLJOIGLAOKN.

KID CHAMELEON

It's very big and it also gets quite tough. But if you fancy skipping right to the last boss (yes, the very last boss), then just do the following.

Get to Blue Lake Woods and go to the end of the level, but don't finish it. Stand on the last prize block and press the Down-Right diagonal and the Jump and Special buttons. The warp should now kick in and hey presto, the end. Almost.

TAZ-MANIA

Some people complain about the easiness of this game, but if you're having some trouble, these cheats should help you out. Plug in two joypads and when the title screen comes up, press A, B, C and Start on both joypads at the same time. If you've done it correctly, you should hear a chime and the cheat is installed.

Now pause the game and press B and then unpause to become invincible, pause and press C then unpause to access a level select cheat or press A, B, C to skip a level.

DYNAMITE DUKE

If options are essential to your game, then you've come to the right place. Press Start for the normal options to appear and then press C ten times and Start again to enter a different options screen.

TASK FORCE HARRIER EX

Place the cursor over the Config option and press Up, Down, Left, Right, A and C together, then B and Start simultaneously. You'll enter a different options menu, which has some wicked extras.

EL VIENTO

If you used last month's slow motion and level-skip cheats for *El Viento*, you may now like to know a magic cheat. Pause the game and press Up, Left, Right, Down and C to increase your magic by one. Do this five times to power yourself up fully.

VALIS III

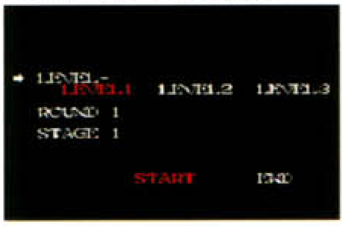
On the title screen hold Up and buttons A, B and C then press Start and hold it down until a blank screen appears. Let go and the words "Select Map 000" will appear and you can now select your stage, using the D-pad.

If you fancy watching all the cinema displays that you get in-between levels, then hold down buttons A and C and the Up-Left diagonal and press Start.

BACK TO THE FUTURE 3

This game is world famous for having incredibly frustrating levels, so pause the game and press Up, A, Down, A, Left, A, Right and A, and you'll be taken to the end of the level.

SHADOW DANCER



Take on the hard levels first and get a bit of practice in

Not exactly a brilliant ninja beat-'em-up, but with these cheats at least things will be a little easier. If you're having trouble getting through a certain round, press A, B and C on the title screen to access a stage practice. In the bonus stage you are supposed to shoot ninjas, but don't. You'll get an extra life if you don't kill any of them.

BURNING FORCE

On the title screen press B, A, B, A, A, C, A, A and Start for ten extra lives – and very useful they are too.

GAIN GROUND

On the options screen press A, C, B and C for a level select. This enables you to select level 50 and go straight through to the end.

POWERBALL

To find extra teams in *Powerball*, pause the game and press B, B, C, B, B, C and you'll hear a chime. Pushing down now reveals four extra teams.

GYNOUG

To prevent yourself from running out of continues hold down Left, A, C then press Start on the game-over screen.

WIN A GAME GEAR!

Those groovy tipsters at Simon and Schuster are kindly donating not only a complete set of Pro-Master tips books but also a Game Gear to the person who sends in the best tip each month. So if you fancy your chances, send your offerings to MEGA PLAY, 30 Monmouth Street, Bath, Avon BA1 2BW.

A top tip could win you a Game Gear or a set of Pro-Master tips books. So, send in your hot hints today, you've got nothing to lose

REVENGE OF SHINOBI

PUBLISHER: Sega

PRICE: £34.99

RELEASED: January '91

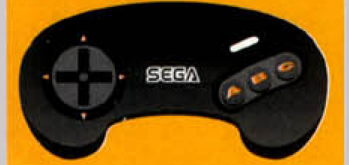
MEGA SAYS:
It looks great and sounds excellent and even though you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality

Joe Musashi is the ninja with a mission *and* a bad attitude. Oh, and he's got some shurikens as well

Life's never easy for a superhero. This time, the evil Neo Zeed organisation has captured Joe Musashi's girlfriend (Naoko) and is using her as "insurance" (as they say in The Bill) against Joe interfering with the bad guys' plans to take over the world. But in true ninja style, you boldly wave two fingers at the idea of giving up, and swagger manfully into the action.

Before embarking on this suicidal, eight-level mission though, you'd better get yourself tooled up with infinite shurikens (we show you how). Now get to it...

GET A GRIP!



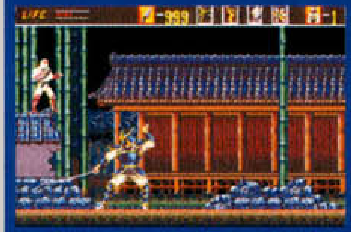
◀ ▶	Walks Joe left and right
▼	Joe crouches
Ⓐ	Activates ninja magic
Ⓑ	Attack using shurikens or, when close enough, a sword
Ⓒ	Joe jumps or double jumps
Ⓢ	Pauses the game

FILLING THE BOSSES FULL OF METALWORK

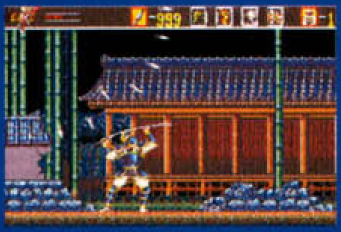
Each level finishes with a scrap between Joe and a big bad guy. All the nasties require a few hits in strategic places before they'll lie down and let you progress to the next level. Here, MEGA tells you who they are, where you'll find them, and how to send them packing.

LEVEL ONE

This first level is so easy that if you can't get through it , you shouldn't be playing games in the first place. The boss at the end is the blue lobster. To defeat him, jump up onto the platform on the left and do a somersaulting attack whenever his sword is lowered. His sword can't reach your platform so you'll be able to kill him without losing a single unit of energy.



When you first appear on screen, jump up onto this platform and the bad guy's sword won't reach you

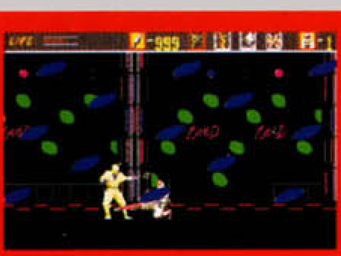


Then all you have to do is keep spin-jumping and firing until he turns redder and redder then dies

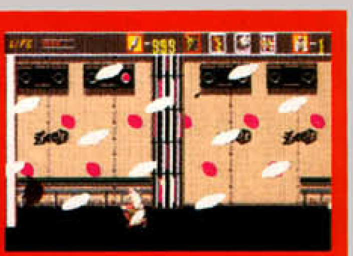
LEVEL TWO

The waterfalls can be tricky when you first encounter them. The answer is to continue doing somersaulting attacks as you move right. When a log disappears from the bottom, wait a second or two and then somersault up and across. You should then land on the next log which appears.

The guardian on this level is the Shadow Dancer. He has around eight shadows, and you can defeat him by waiting until he somersaults. Position yourself just in front of where he will land, pull down on the joypad and kick like mad. Repeat this, and once he turns brown, it takes another six or seven shurikens to kill him.



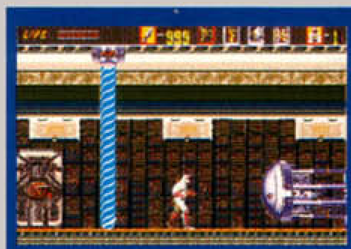
Judge the bad guy's leaps, work out where he'll land, and when he does, crouch and kick his shadows



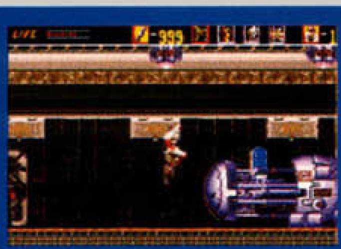
When he's lost all of his shadows, you'll need to hit him eight to ten times with your shurikens to kill

LEVEL THREE

Level three's boss is a brain inside the computer vault. To destroy it, walk back and forth to avoid the ceiling-mounted lasers then, when the brain rises out of the vault, somersault and shoot at it. This needs to be done between 10 to 15 times to destroy the brain.



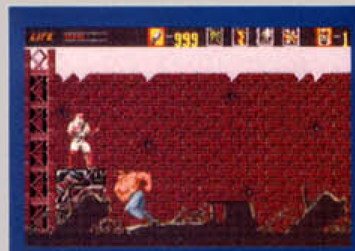
Wander back and forth to avoid the ceiling-mounted lasers. Then...

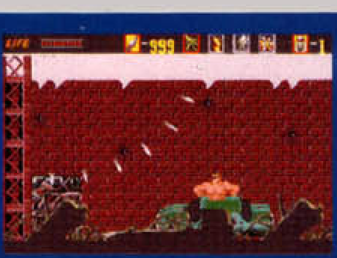


... when the brain rises, do a spin-jump and fire at the blighter

LEVEL FOUR

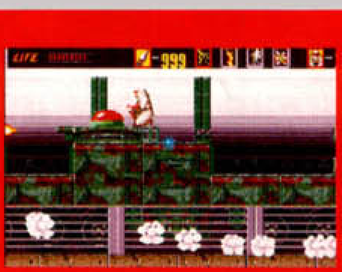
The Master Attacker is the boss on this level and he's actually pretty easy to beat. Stand on the platform on the left and jump to avoid the junk he throws at you. Whenever his chest is exposed, somersault and fire at him. Again he takes between 10 and 15 hits before dying.

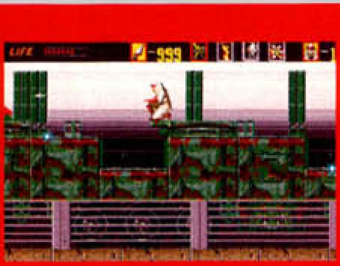

Stand on the platform and jump to avoid the junk he throws at you

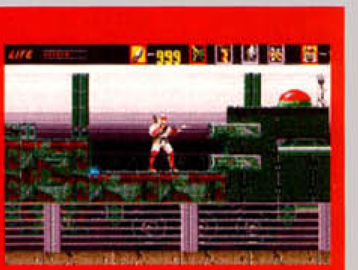

Then spin-jump and shoot, but only when his chest is exposed. Easy!

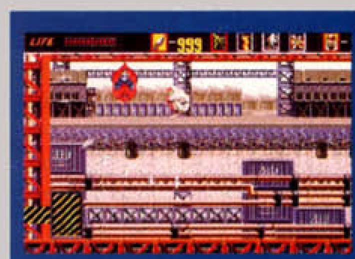
LEVEL FIVE

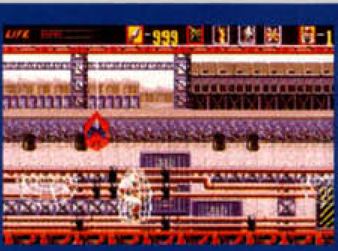
The only thing to remember in the level itself is that the red cars are the only ones that do you any harm. The end-of-level sequence involves a high-speed chase across the top of some sort of missile carrier. There are three red domes to be destroyed. Go to the right-hand side of the middle one first, face the dome and kick it until it's destroyed. Next go to the left of the dome you just destroyed and face left. Shuriken the left-hand dome until it's destroyed, then move right until you're in the little ditch next to the right-hand dome. Jump and hit it with your shurikens until it and the vehicle are destroyed.

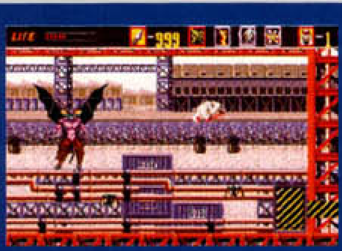

Crouch to the right of the central dome. Face it and kick furiously until it is destroyed. Now go to the left of the dome you just destroyed


Keep facing left and you should just be able to see the left-hand dome creeping onto the screen. Use shurikens to destroy it


Go right until you're in the little ditch next to the right-hand dome. Jump and hit it with your shurikens and also avoid the sparks


When Spidey is at the top of the screen, jump-spin and shoot him as many times as you can before...


... he shoots his webs. To avoid them crawl away. To escape a web, waggle the pad left and right


When this bat bloke appears at the top of the screen, somersault and shoot him. Repeat until he's dead

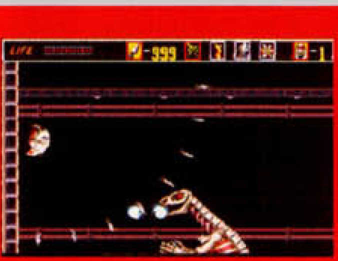
LEVEL SIX

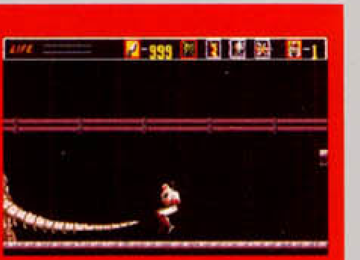
You need to jump and shoot five times to defeat Spiderman at the end of this level. Avoid his webs by ducking and moving away from them. If you do get caught, waggle the joypad left and right very fast to free yourself. When the bat bloke appears, shoot him 10 to 12 times to defeat him. Just as he reaches the top of the screen, shoot him while somersaulting and he should fly straight under you. Then when you land, crouch and he'll fly back over you.

LEVEL SEVEN

The last jump on the breakwater is a real killer. Make sure you jump right from the edge of the ledge and do a somersault at the top of your leap. Use Ikazuchi magic before the jump so that you don't get hit off the ledge when you reach it.

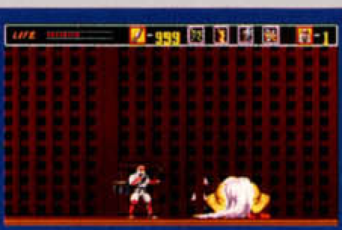
The boss on this level is a brontosaurus. Leap up onto the left ledge and jump and shuriken the monster. When he gets too close, leap over him then leap again immediately to avoid his tail. Jump up onto the right-hand ledge and repeat the process. Keep doing this until he's dead.

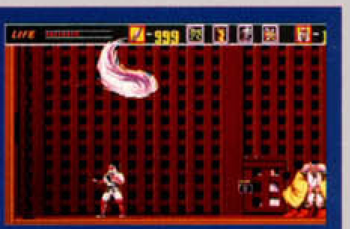

Jump-spin and shoot. When he gets too close, jump over his head


When you land, jump again or he spins round and "tails" you

LEVEL EIGHT

It's you against the Neo Zeed. Go to the centre of the room and hold the joypad down and start kicking him. As soon as he starts flashing, jump away from him because he's about to throw his hair at you. Then hit the black hole in the wall to stop the chain moving and sending the wall down on top of your girlie. Keep hitting Neo Zeed and his hair will change colour. The darker it is, the nearer he is to dying. Go for it.


Punch the Neo Zeed...


And avoid his hair when it flies at you

EXTRA LIVES AND INFINITE SHURIKENS!

On the options screen, select zero shurikens. Wait about half a minute and the two zeros will mutate into an infinity symbol. You're now set up with unlimited shurikens for the rest of the game.

During the second stage of level four it's possible to increase your number of lives to any level you want. It will take time, but if you're stuck for lives, then it can be well worth the effort.

Shoot at the base of the first conveyor belt (do your double jump and spray a volley of shots). A Musashi symbol will appear, earning you two lives. Jump on the conveyor belt and let it carry you off the end to your death. You'll have lost a life, but earned two! Repeat this process until you have enough lives to carry on.

CHUCK ROCK

Chuck Rock may not be the most attractive character in Mega Drive history, but he's the star of one of the best platform games around

PUBLISHER: Virgin

PRICE: £39.99

RELEASED: October

MEGA SAYS:
Chuck Rock is not the most original game that's ever been made, but it looks, sounds and plays so well that you'll be showing it off to your mates for weeks

Chuck's not having a very good time of things at the moment: his belly's getting bigger, his chin is getting closer to the ground every day, and now his wife, Ophelia, has been kidnapped by the evil Gary Gritter. Life can be a little tough sometimes, I guess.

Chuck doesn't like Gary very much – he's big, green and he wears novelty boxer shorts. So, it's time for Chuck to get rough. He's out to get his wife back but he has to travel through five very different levels and confront many very tough baddies before he can really show Gary what's what.

IT'S TECHNIQUE TIME

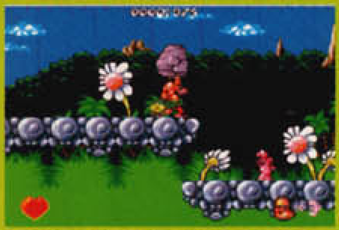
Before you start thinking this is going to be easy, you'd better put in some practice. The real trick in *Chuck Rock* is learning to chuck the rocks the right distance so that you can kill the various little dinosaurs.

Except for the end-of-level boss, every dinosaur you come across can only take one hit either by belly-butt, jump-kick or your friendly neighbourhood rock.

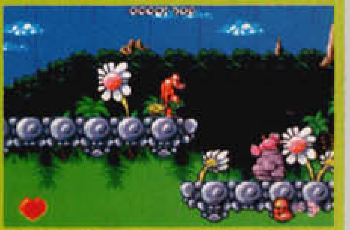
Rocks, however, aren't just for throwing. On some levels you'll come across a platform problem with only one way around it, and that's standing on a rock and jumping up to reach it. The trouble is that on some levels (levels 3-1 and 5-1) you can get yourself stuck if you throw the rock away and then find out you need it.

So, practice the distance of your throws, and also remember to look around carefully before you get rid of your rocks.

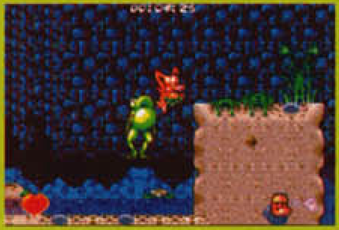
Although the rocks help you progress most of the time, you do come across the odd time when there aren't any rocks around to assist. This is where the other dinosaurs make their appearance. To know how to use them, take a look at the "Help is at hand" box on page 68.



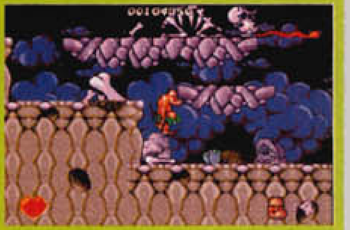
See the pink thing, that's about as far as you'll be able to lob your rock



SPLAT! See, no problem, and that's the end of that



You'll think you're stuck here, but find the hiding frog and you're OK



If you get caught here without the rock, you'll have to die to get out

GET A GRIP!

⬅ ➡ Moves Chuck left and right

⬇ Chuck crouches

⬇ Ⓑ Picks up rocks

Ⓑ Throws down rocks or kicks them when flying

Ⓒ Chuck jumps

IT'S CLOBBERIN' TIME

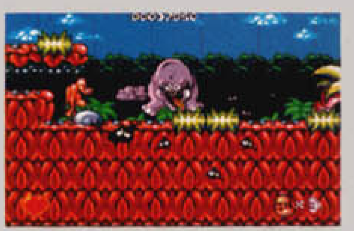
Each level is very different and so is each end-of-level boss. Sometimes you'll come across a rock that might come in handy. At other times you'll be on your own with nothing but your belly and your brains. Here MEGA tells you how to deal with each boss including Gary himself.

LEVEL ONE – RHINO

This rhino is tough and with extra tough skin, none of your punches or kicks will do him any harm. So pick up the rock laying on the floor and go for it.

Timing is the key here and it's essential that you stand (while holding the rock) in the bottom left-hand corner. When the rhino runs at you, throw the rock at it and jump up the step to avoid being horribly crushed .

Repeat this six or seven times and the rhino will disappear through the floor. Where he goes, nobody knows.

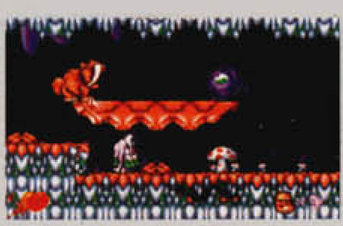


Once you get a rhythm going, this one isn't too hard to dispose of

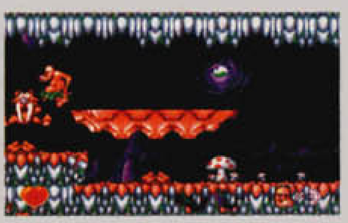
LEVEL TWO – WALRUS

Ooh! Watch out for those teeth and cover your ears. Yep, this walrus is ugly and it doesn't let anything stand in its way. The Walrus isn't very aggressive, but beware of the scream, it'll turn you white

Find the right position and keep jump-kicking very quickly. The walrus can't stand much of this and if you time it right, you won't suffer any damage either.



Don't worry about the scream...



... just kick it a few times. Ouch!

LEVEL THREE SEA MONSTER

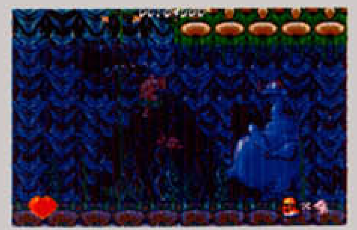
This character looks like it came straight out of a certain Loch in Scotland, and believe me, it's all monster – very tough and very thick skinned.

Not only do you have to watch out for the spits of water that it fires at you, but you also have to take care of the little creatures that walk along the sea bed and then leap up at you.

You must take care when Chuck is underwater because he moves very differently to when he's on land. Swim towards the monster and kick its stomach (you can't belly-butt underwater). If you time this attack correctly, you could get two hits at it. Make sure, however, that you swim away very quickly so that you don't get hit back.

Repeat this procedure several times (it's not impossible, but it does take some practice) and the monster develops severe stomach-ache and disappears through the floor of the sea bed.

Well done, you're on to the next level.



It's not easy to see what's going on, and because Chuck moves differently underwater you'll have to take everything very carefully

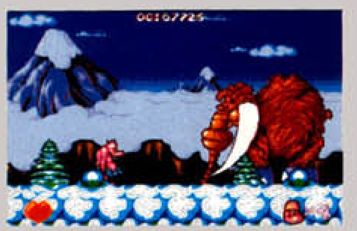
LEVEL FOUR WOOLLY MAMMOTH

Hey, the tusks may look valuable, but getting them off the mammoth is going to be tough. Don't worry about the creature's size too much, because the only part of it that attacks you is the trunk.

Stand for a while and become familiar with what's going on. When it's safe to run in, do so, and give the beast a few gruelling jump-kicks.

Watch for the trunk and the small forward jumps, and give yourself plenty of room. Encourage the mammoth to attack you and when it retreats, move in and do your deadly stuff.

If you complete this level successfully, you should be able to give Ophelia a nice mammoth-tooth necklace when you eventually rescue her.



Whouf! Look at the size of those tusks

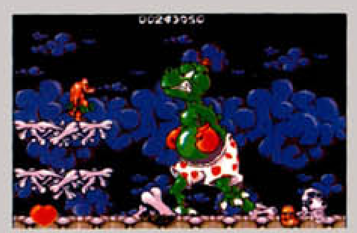
LEVEL FIVE GARY GRITTER

So you've made it to level five. But take one look at this monster and you may have second thoughts about going any further. Did you really missed your wife that much anyway?

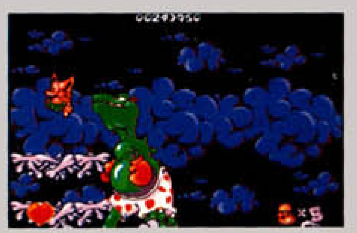
If you decide to take Gary on, you'd better be prepared for some tough fighting because he's here in all his glory (and his hideous boxer shorts) and he's not about to give Ophelia up lightly.

The only part of Gary which you can hit to do any damage is his head. So stand up on the platforms and try to time your attacks to perfection.

Stand on the edge and Gary runs in and tries to bite you. Dodge this attack and then jump-kick him straight away. Keep repeating this and Gary gives up (wimp).



How did Gary get his reputation?



I mean, look at those boxer shorts!

HELP IS AT HAND

Although most of the obstacles can be successfully overcome by using the many rocks lying about the place, there are also some quite helpful creatures which make life much easier.

① Pterodactyl – Belly-butt this one to wake it up and it'll fly you across a gap which you can't make.

② Spongy – No idea what this is, just jump on it and bounce off.

③ Crocodile – Easy really, just pick up a rock, stand on its tail and throw the rock on the head. The weight of the rock will send you flying upwards.

④ Snakes – They're sleeping peacefully until you come along. Belly-butt them and they'll unroll to form living platforms.

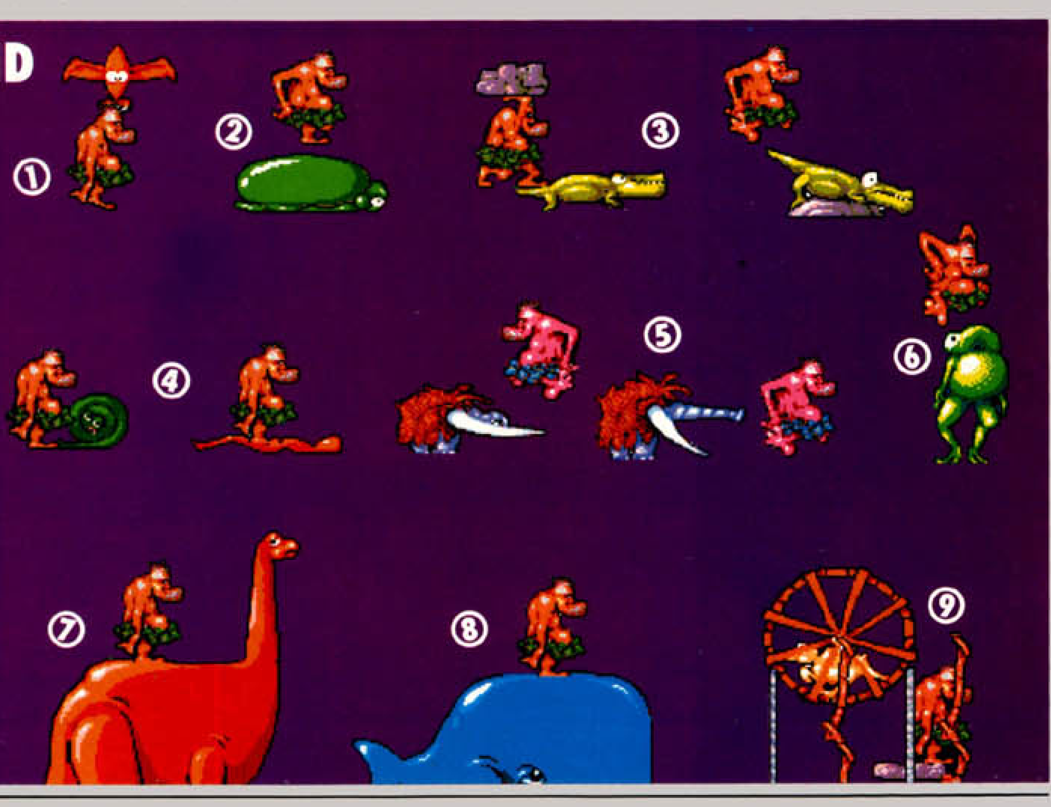
⑤ Mammoth – This helps in one of two ways. Either it lifts you up with its tusks or it'll wrap you up in its trunk and fire you out.

⑥ Frog – If you're in a bit of a fix, you'll find the frog very useful. Just stand on its head and jump off at the peak to reach a higher platform.

⑦ Brontosaurus – Just jump on its back and it'll take you across any dangerous rivers.

⑧ Whale – The same as bronty, just jump on it and take a ride.

⑨ Wheel – Stand on the platform and it'll lift you up to place you can't normally get.



SHE ADORES IT!

Abigail Hampson (17) from Camden reads ***Sega Power*** – Britain's best-selling Sega magazine. She owns a Mega Drive and her favourite games include: ***Sonic*** (she's now on level 5), ***Mickey Mouse*** and ***James Pond 2 – Robocod.***

ON SALE FROM THURSDAY 1 OCTOBER

BRITAIN'S BEST-SELLING SEGA MAGAZINE

Abigail's outfit by benetton

BRITAIN'S BEST-SELLING SEGA MAGAZINE!
SEGA POWER
The Bitch is Back!
ALIEN³
Splatter house 2
URGH!
204
176
48
The New Zealand Story
POND IS BACK!
WIN!
FREE!
BARCELONA '92

MEGA MEDIC

The MEGA MEDIC does it again. Yes, Paul Mellerick is the answer (sorry, *has the answers*) to all your problems. Keep the questions coming and MEGA will keep printing the solutions...

SPIDEY TO THE RESCUE

Q I've had *Spiderman* for ages and I can get all the way to the Kingpin but I can't seem to hit him, and then Mary Jane gets killed. I need help.
B Young, London

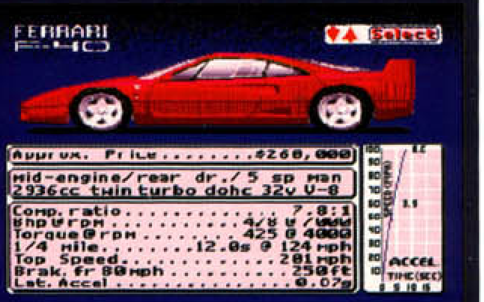
A I know exactly how you feel. I spent ages trying to kill the Kingpin and it's by no means easy. The first thing you have to remember is to pick up the full web icon in the short maze before you reach the Kingpin.

Now find the spot on either side of the room where you will hit the chain and stop Mary Jane from falling down. Next, make a web shield and fight the Kingpin. The only move that harms him is the flying kick, but you have to be deadly accurate and hit him several times. It takes a lot of practice, but it's not impossible. Also don't forget to keep an eye on Mary Jane because the web doesn't last very long.

DRIVING ME MAD

Q Can you tell me the best car to have in *Test Drive 2* and which computer to pick as I'm always overtaken and never finish?
T Graham, Gillingham

A Easy really. Always pick the F-40 for its mid-range and top speed because this gives you a better overall chance. Then make the computer car a Porsche. Good acceleration but no top-speed means he'll never catch you.



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Approx. Price...........$260,000
mid-engine/rear dr./5 sp man
2936cc twin turbo dohc 32v V-8
Comp. ratio..............7.8:1
bhp@rpm.............[illegible]
Torque@rpm...........425 @ 4000
1/4 mile.......12.0s @ 124 mph
Top Speed...............201 mph
Brak. fr 80mph............250ft
Lat. Accel................0.07g
```

You too can drive a Ferrari F-40 like Neil's – I mean the money some of these editors get is unbelievable! Just watch out for the headlines though: "Editor gets nicked for travelling at 140 mph" or "Westy's besty (140 mph) gets him a long resty (in jail)"

A TOE-TAPPING JAM, EARL

Q Hey dude, get down! Yo, what's up? Yes, you've guessed it, I'm a *Toe Jam & Earl* freak, but I'm having problems finishing it. Can you tell me on which levels I can find the ship pieces so that I don't spend too much time wandering around exploring?

PS. Got any special cheats.
Jason Thompson, Essex

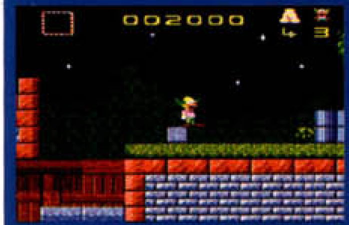
A Just tell me, are you a Dufus or a Funklord? Anyway, to satisfy your demands here is a complete list of the worlds which hide a piece of the ship (remember, though, this is for the fixed world): levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

And if you want to find any special cheats for *Toe Jam & Earl*, then you'll just have to turn to page 74 of this issue of MEGA, won't you?

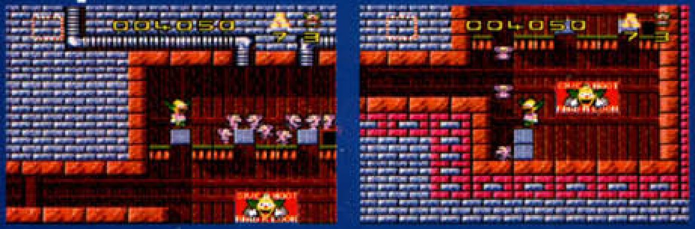
DON'T HAVE A RAT, MAN!

Q I've got through to level five on *Krusty's Super Fun House*, but there is a really difficult room that keeps stumping me. It's the fifth door, where the flying pigs are, and you have to try to get the rats up the steps and then use the blowers to get them into the machine. Any chance of a diagram to show me how to do it.
Miss A Price, Nottingham

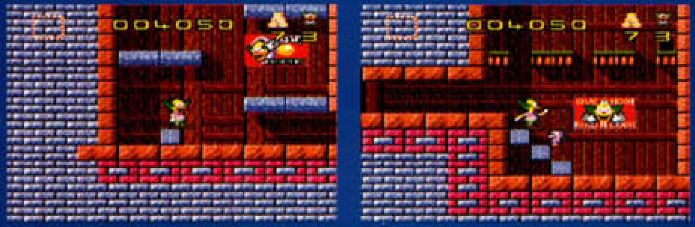
A If I know the door you're talking about (and I think I do), then you're right, it is very difficult. And as you asked so nicely, we're going to show you how to do it. Just follow the diagram stage by stage and you'll be OK.



① **Pick up the block and carry it towards the rats**



② **Place the block you're carrying on the floor, one block-space in from the left. Then pick up one of the blocks above you, so that the rats will fall down the gap. Quickly place this block on top of the other one and the rats will get stuck in one space, making them act as one**



③ **Now that they are trapped together they're easier to move. Grab the other two blocks above and take one left, back to the steps. Go back to the rats and make up a set of steps so that they walk up and along to where you've just placed the block**

JUST BE HARD, THAT'S ALL

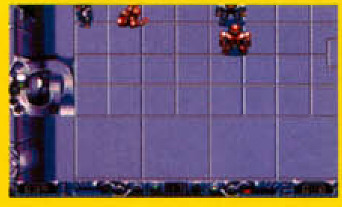
Q I keep getting beaten by all my mates at *Speedball 2*. Can you please give me some winning tactics to stop this happening, as it's getting me down?
M Stead, Manchester

A There are quite a few techniques for scoring at *Speedball 2*, but the best advice is to be aggressive. Try to build up your speed and the aggression of your centre-forward (through the gym menu), and he'll be hard to stop.

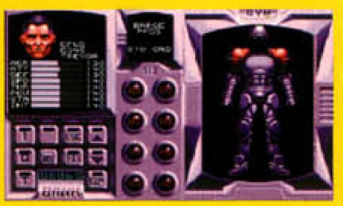
Once on the field of play, use the multiplier to build up your score and more importantly electrify the ball. If you've done it correctly, you can then fire straight towards the goal, and the ball should go through three players, including the goalkeeper.

If you can't get that to work, use the bonus bouncer in the middle of the field or the stars around the rim of the field to rack up your points. Don't forget, if you light up all the stars, you'll get an extra ten bonus points.

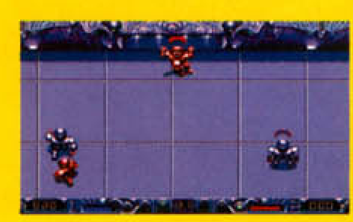
All this may sound a bit difficult, but follow the screen shots and you can't go wrong.



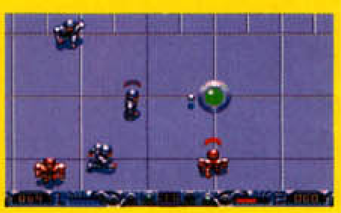
Stick the ball up 'ere and you'll not only increase the multiplier, but the electroball thingy as well



Dust the cobwebs off old Trevor here, and then turn him into a *Speedball* God



See that ball? It's electrified, it is, and it's going to knock that goalie onto his backside



Did you see that? I threw the ball and that round thing turned green. Impressive, huh!

PASSING THE BUCK

Q After getting bored with platform games and shoot-'em-ups, I thought I'd try an RPG, so I went and bought *Buck Rogers in the 25th Century*. Can you tell me how I can get hold of a Plasma Thrower, because I keep getting killed by one and I don't know where to buy it? Some help with space dogfights would be appreciated too. Thanks.
J Burton, Kent

A *Buck Rogers* is probably one of the best RPGs for novices, but it does pose some problems which are a bit tricky. You won't find the Plasma Thrower in any of the shops and the only way to get it is by taking it. The Pirates are the first people you'll come across who'll have one.

If you're suffering damage in dogfights, it makes sense to take out your opponent's weapon systems first, before trying to damage his ship. Logical really, when you think about it.

LOSING MY MARBLES

Q I've been playing *Marble Madness* recently, but I can't quite finish the last level because I keep running out of time. Can you give me any tips or maybe even a cheat.
P Airey, Leicester

A Success in *Marble Madness* can only come through practice. Work on each level until you're completely confident that you can do it in your fastest time every time, and when you get to the end of level six, don't panic. The moving blocks follow a pattern, so stop and watch what they do, before you try to do any clever stuff.

BEATING THE BOSS

Q This is a simple question. How the hell do I beat the second guardian in *Alisia Dragoon*. It's driving me completely nutty.
D Thorpe, Plymouth

A I know what you mean, it's not the easiest of bosses and it can take a lot of hits before it explodes.

It's really a case of following the pattern and avoiding getting hit. Use the Thunder Raven dragon and stand in the middle. Watch for the fireballs, but keep firing at him. When he dives, move to the right and he'll surface on the left. When he fires the green frogs, just use your thunder power to wipe them all out.

Watch the creature's pattern of movement and stay out of trouble. Make sure you take as little damage as possible and repeat this at least seven times.

STORMY WEATHER

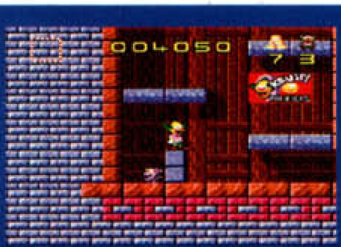
Q I have recently bought the excellent *Desert Strike* and rather than use all the passwords printed in all the mags, I'm doing the game from the start. Can you tell me where Jake is though, because I understand he's really useful.
S Hamilton, Brighton

A You really don't need Jake on the first two campaigns, but for Embassy City (campaign three) you're going to need all the help you can get. So you'll be glad to know that Jake is, in fact, hidden in the top right-hand corner on the second campaign. You won't know you've picked him up until you reach the third campaign when you'll be able to select him.

CRUSHED DUCK

Q I saw last month's issue of MEGA, and in it your tips for *Quackshot*. I've got past the tiger and all that, but what do I do in the room where the roof falls down on top of me. I'm stuck.
T Speller, Telford

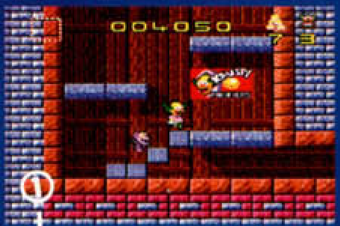
Turn over



④ After the rats have walked up the steps, quickly grab a block and run to the left. Wait until they have walked over the one block and then place the block you're holding on top of it, trapping the rats again

⑤ Now things start to get tricky. Grab the two blocks you've left behind and bring them up to the rats. Use all four blocks to make a set of steps and then quickly set another trap so that they stay on the platform they've just walked onto

Right kids.
Got this far,
then turn to the
next page for more
rat-destroying tips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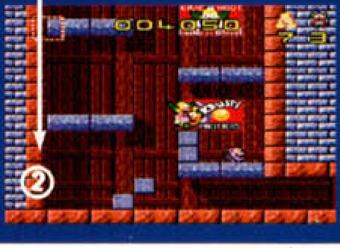
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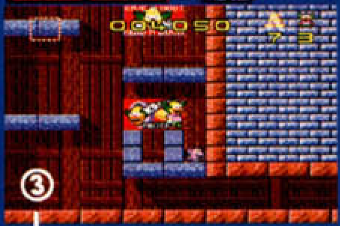
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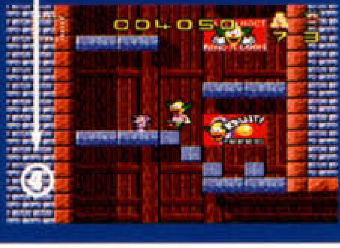
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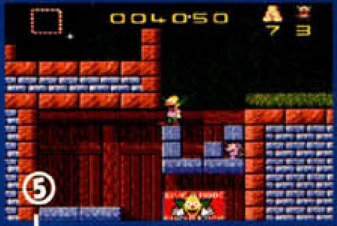
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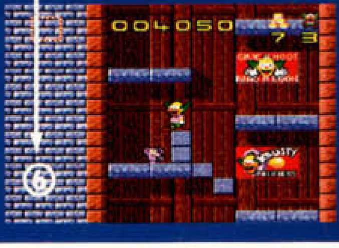

⑥

A This one is so obvious that a lot of people get very confused. The four tiles on the floor need to be jumped on quickly and in the right order.

If you read the note that Goofy gave you in Egypt, you see that it says: 1 SUN, 2 MOON, 3 STAR. That's the order in which you have to jump on the tiles, not the number of times you have to do it. Don't sweat it and you'll be fine.

IT'S THE CRUD DUDS

Q Can you help me get past the last guardian in *Two Crude Dudes*? I've had the game for ages, but I still can't get to the end of it.
M Parker, Southampton

A Hey, don't sweat it. Although he starts off as a wimpy professor, once you hit him he starts to transform into a real toughy. The only form of attack which really works is the jump-kick along with the odd throw. Dodge anything he throws at you and jump-kick the small dragons that he spits at you. Work at it and you should be OK.

LOSING MY HEAD

Q Can you help me with level 5-3 on *Decap Attack*? I don't know how to beat the mole at the end and it's driving me round the bend.
M Horman, Bristol

A Mr Moley (as he likes to be called), is probably the toughest end-of-level guardian in the game – he's even tougher than Max D Cap. The trick here is to use the potions you've collected on your travels.

Use the longer reach and stronger punch spell to hurt him, and follow his pattern. When he's about to die, his pattern changes, so be prepared.

Make sure you've got as much power as possible and don't give up.

TIME TRAVELLER

Q Have you got any tips for *Where in Time is Carmen Sandiego*? I've successfully done 40 missions but now the time-limit is getting a bit tough.
S Temple, Newcastle-Upon-Tyne

A One good time-saving technique in *Carmen* is to collate as much data as quickly as possible. When somebody gives you a definite piece of information, go with just that one piece. It's risky but can save you valuable time.

DANCING IN THE SHADOWS

Q Can you tell me how to defeat the last boss in *Shadow Dancer*? I've tried to kill it hundreds of times, but when I get to a certain point, the reptile throws a wappy fit and kills me. Please help because it's driving me insane. Many thanks.
David Holdsworth, Barnsley

A Not too easy is it? The real key to doing this is to learn the pattern of the grey ninjas and to realise that you can only hit him twice when his head pops up. The rolling ninjas are easy – you just have to jump over them and then fire at them as they roll away. Hit them once and they won't come back. Learn when to fire at Sauros' head and when he's down to two bits of life, use your ninja magic to finish him off.

BART'S GOT A SECRET

Q Can you tell me some of the secrets in *Bart Vs The Space Mutants*? I've played the game up to level two but I've been told that there are some extra bits to discover. Do you know what and where they are?
Miss R Huntley, Leeds

A Hey, don't have a cow man (groan – Ed). Of course I know them. Well, most of them anyway.
Let's start with level one, shall we? If you find the skateboard section a bit dodgy, then buy a key from the hardware shop (Tool World) and use it about the house (you know the one with the door) and you'll skip this whole section.

Before you do this, though, don't forget to call Moe. Do this by standing on the stool by the phone booth and "using" a coin. When he comes out, spray him, and the two crawlers on the floor will disappear. Walk over to the bush next to the two purple objects and jump. An extra life will jump out, and you'll have to be very quick to catch it.

When you've finished the level, don't forget to stand under the last window of the retirement home and use the whistle. Grandpa Simpson will appear and start throwing you loads of money.

There are many more secret bits in the game and the best advice is to try everything and just see what happens. Good luck.

YOU'LL FLIP OVER THIS

Q Can you give me any tricks or tactics to get more points on the BMX racing in *California Games*? I can get round the course without too much difficulty, but than I don't have enough points to get the bike at the end.
N Hillier, Wiltshire

A Back-flips, back-flips and more back-flips. That's the secret to the BMX in *California Games*. At every opportunity, do a back-flip and you'll earn loads of points. Do the back-flip perfectly (by timing your jumps and landings) and you'll earn more points than by just doing a standard back-flip. And when you get to the end of the course, be prepared to jump over the gap and ride away on your Harley. That's it then – sorted.

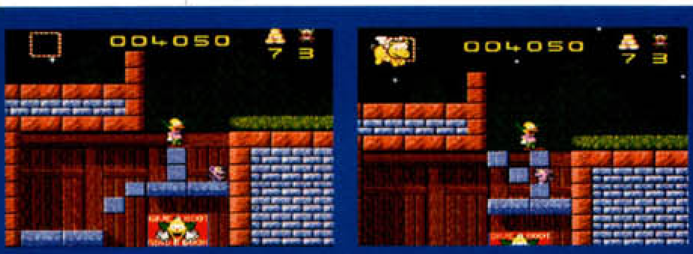
STRIDE AWAY

Q I'm having a lot of problems getting anywhere on level five of *Strider*. Can you give me any tips to help me tackle the mid-level bosses and maybe even allow me to finish this fab little game?
Susan Price, Forest of Dean

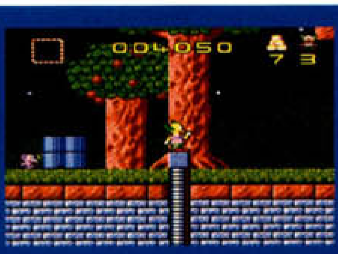
A There are five bosses on level five and you've fought against four of them before. Obviously they won't be as easy to beat this time round because they're out for revenge. Here's a list of who they are and how to deal with them.

Ballog – Take out the spiders around the perimeter, and then get pulled into his rotating gravity. Hit him between 20 to 25 times and he'll explode.

Mecha Pon – Mecha's not on his own this time. He's brought his pet dinosaur, so be careful. Don't take any notice of the dinosaur, you can deal with him later. Kill

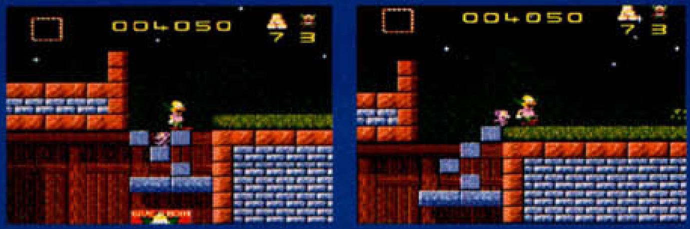


⑥ **Build the steps all the way to the top and then stop. This time you'll need to trap the rats in a different way to get them up and onto the grass. You now need to move the block that's trapping the rats and place it onto the corner of the next block**

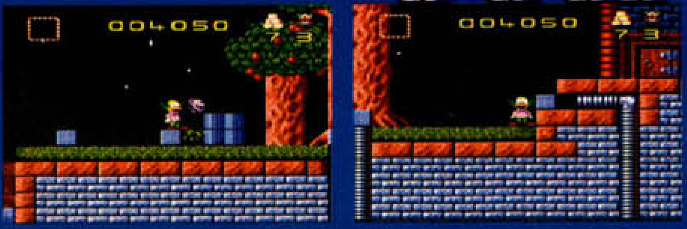


⑧ **Place two blocks to prevent the rats getting back down again. Be careful not to place them on the edge though or you won't be able to jump up. Pick up a block and place it over the tube.**

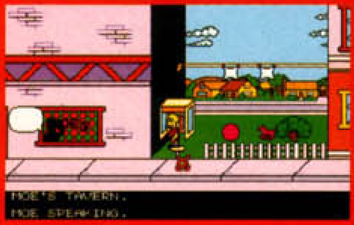
Yeah, go on boys, after you... I, personally, don't trust that Krusty bloke!



⑦ **Take away the block you've just put down so that the rats walk up. Put it back and then pick up the block at the top of the steps (once the rats have stepped off it). Now place it quickly on the corner of the outstanding block so as to make steps up the grass.**



⑨ **Pick up the other block and get ready to make some steps. Place a block for rats to get over the blocks and then pick it up straight away. Carry it over to the door and make steps for the rat**



Stand on the stool by the phone and give Moe a call, just like in the TV series. Play a joke on him and then spray his purple apron when he comes out. Then get the extra life

X-RAY SPECS
400
3
904
21

See, if you're not quick enough, you'll miss the extra life. You'll know better next time won't you?

TOOL WORLD
WANT TO BUY ?
WRENCH 1

"Right, I'll have a whistle for my Grandad and a wrench for myself and possibly something for the weekend too... if you catch my drift"

WHISTLE 1
3950
3
285
0

"Oi, grandad. have you got any money for me? After all, I am your only grandson."
"Oh Bart. Do you know that in my day we were lucky to blah, blah, blah...?"

Mecha Pon as quickly as possible and then go in for the dinosaur.

Lago – He's an ugly little mother but his looks are his only real defence. As long as you avoid his spikes when you attack, he won't be too much bother.

Urobolos – Wait for him to appear, and then jump onto his back as he circles. Just fire at the head and he's dead.

Grand Master Meio – Jump up and go left. Pick up the long sword and press those buttons as fast as you can. Keep going and if you're faster than he is, you'll defeat him.

GETTING GLOBBED AT

Q How do you defeat the level five boss on *Eswat*? You know, the big machine, controlled by the Mad Scientist. It's got three glowing bits on it but it keeps firing glob people at me (or something).

P Trotman, Bath

A Not a very pretty sight, is it? Use your burners to lift you over the "glob people", as you call them, and then hover. Now fire at the top head until it's destroyed and remember to stand back from the mechanical arm when it lunges at you. Next, concentrate on the middle head by using small jump-shots to get the right height on your shot. When the top two heads have gone, walk down from the platform and fire at the bottom one. That's it really, no more getting globbed at.

KNIFED ON LEVEL FIVE

Q Can you help me out with the Knife Man at the end of level five on *Batman*? I can manage to get a few hits at him but he always destroys me in the end. I really like the game but this bit is really infuriating. What on earth am I doing wrong?

K Martin, Colchester

A From the sound of it, you're not actually doing anything wrong. If you're getting hits in, it's just a case of then avoiding his attacks. Learn his pattern and when you're sure you've got the timing right, jump over him and attack him twice. Move away from him and repeat the process. Don't use your Batrangs, because you really don't need them.

LOSING AGAINST LOKI

Q I manage to gey all the way through *Ghouls 'n' Ghosts*, only to come to grief against Loki and, yes, I have got the Psycho Cannon. The beast's eye beams always blow holes in the floor and when I try to jump to safety, I fall down the holes. Can you please give me a solution to my problem, it's really getting me down.

T Newman, Northampton

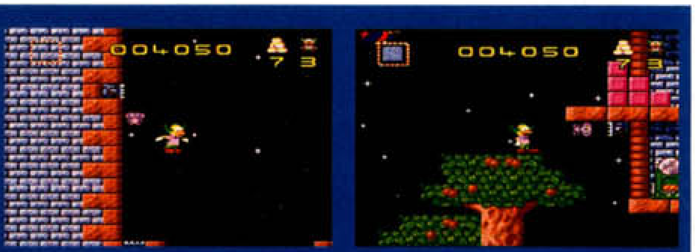
A Loki is not as hard as he looks actually, but the problem with his "eye beams" is a difficult one. First things first, though. Walk into the room and stand next to him. When he lifts his leg, walk under it. Now before Loki can fire on you, blast a few of whatever you're carrying upwards towards him. He should respond and then jump out of the way. Jump back (but not down the hole) and continue firing upwards. A few more hits and he should die. Good riddance.

ON THE ROAD

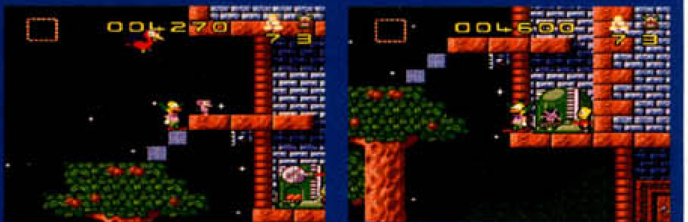
Q I've just bought the fab *Road Rash*, but I keep coming to grief in level three. Have you got any general tips (but no cheats)?

W Wilkinson, Manchester

A General tips huh! Well, the most obvious tip is to drive on the right-hand side of the road. No, seriously. Always watch out for oncoming traffic when you're going over hills or bumps in the road and *always* get the first punch in if you're trying to overtake someone. The traffic cops are very dodgy and it takes a lot of hard work to weave through them. The best tip, however, is to race the same track a few times and build up your money so that you can buy a better bike and therefore get through to the next level. Ⓜ

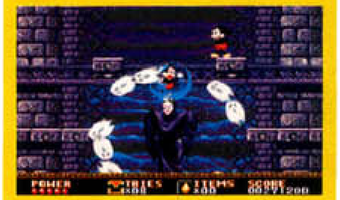


⑪ The rats will now get blown around by the blowers. Or will they? At the far right of the screen there are two purple present- blocks and if you haven't got rid of them yet, all your hard work could be ruined. Trouble is, the rats keep getting blown between the two blowers. You need to make some steps from the block so that they can get up. But before all that, get rid of the purple blocks so the rats can walk straight through



⑫ Set the first block and wait until you know the rats are coming back before you set the second one. Now watch Bart make sausage meat out of them. Easy huh! – NOT

KILL THE WITCH



Stand here and watch how she moves. Then time your attack

Q Can you tell me how to kill the evil Mizrabel witch at the end of *Mickey Mouse*, because she moves about a lot and I keep dying all the time? I know everybody says it's easy to finish, but I'm still stuck after three months. HELP!

Miss C Leighton, Colchester

A Calm down. You're right though, it is a bit difficult to kill her when she moves about all the time.

The best tactic is to jump up to one of the platforms and stand on the edge of it. From here you can see where she will appear and can move accordingly. If she appears on the left, move to the right and vice versa. If she appears above you, stand underneath her in the middle of the screen but avoid the ghost that she fires at you. Time your jump to avoid the ghosts and repeat this five or six times and you'll be fine.

WE STILL NEED YOUR MEGA DRIVE QUESTIONS!

The MEGA MEDIC still wants to hear from all you gamesplayers out there, believe it or not. No matter how specific, how general or how stupid your question may seem, Paul Mellerick will do his utmost to give you a printed answer.

And remember, if you don't ask, there's no hope for you (or something like that). So put your questions down in writing and send them to MEGA MEDIC, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2BW.

ARENA

Here we go again... into the previously unknown worlds of crazy challenges, strange happenings, secret rooms, sneaky cheats, and... er, well... oh, just read it

WACKY CHALLENGES

Yes, it's silly challenge time again, and here are another five games for you to ponder over. Rather than try to show off who's best at which game, MEGA's come up with some completely silly and not-to-be-taken-seriously challenges. If you can do them, good on ya, if you can't, who cares?

① ROAD RASH

This is a well groovy bike game and you can check out the exclusive preview of *Road Rash 2* on page 28 of this edition of MEGA.

When you've finished reading the preview, load up your old *Road Rash* cart and get out on the highway. Try to knock at least six riders off their bikes in one race and then finish first. Do this and you can call yourself a *real* Road Rasher.

② SPIDERMAN

OK, so you finished this game a long time ago and it didn't take you long, right? Well, try it again but this time start the game and keep dying. When you've got only four hours left on the clock, go for it. Now if you die, time really will be against you.

③ COLUMNS

This one is for only extremely sad people. Load up *Columns* and play the normal game. Now keep going for five hours and see if you can get more than 11,000,000 points.

④ CALIFORNIA GAMES

OK, so you can get round the BMX course easily and collect the waiting Harley at the end. Well, try to get round the course doing the most back-flips possible, more than 20 and you're one serious BMXing dude. Well done.

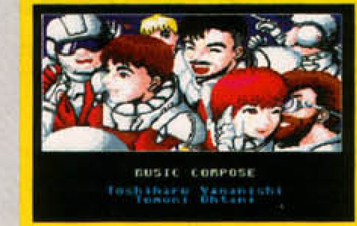
⑤ MARBLE MADNESS

A pretty fab coin-op conversion but some people say it's too easy. So, if you're one of these smart arses, try this challenge out for size – it should keep you going for a while. It's easy enough to get through to level six normally, but finish every level with no seconds on the clock.

Now, you'll start each level with a set time (rather than adding on the extra time you had left from the previous level). It's a lot harder this way and if you can still finish it, well, you're a *Marble Madness* God then, aren't you?

SEGA SECRETS

So you think you've discovered everything that your game has to offer, do you? Well, just looky here...



① THUNDER FORCE III

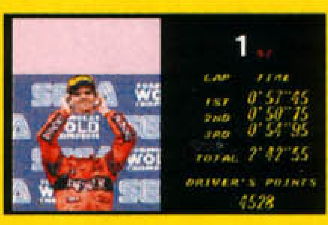
This is a bit of a difficult one. Finish the game (yes, completely) and watch the end sequence. Now press buttons A, B and C to get the pilot to wink at you. OK, so it's completely useless and unfunny but Neil thinks it's cute.

Fancy getting "eyed-up" by a computer sprite? Then this little tip is for you then

② SUPER MONACO GP

OK, OK, calm down. After last month's *Super Monaco GP* strange happening, we've had quite a few letters saying that the decapitated head trick doesn't work. It's well worth seeing, so I'll explain it again and show you the screenshot to prove it works.

When you come up to the line on the second Monaco race in wet conditions and as long as you're in first, second or third place, press and hold down buttons A, B, and C. Now watch the fun.



Crap joke No 34: Getting this cheat to work is quite easy, but don't lose your head over it

SHARE YOUR SECRETS

If you've enjoyed our Mega Drive gimmicks, it seems only fair that you share some of your own personal findings with us.

There'll be a prize for the person who sends in the best game secret, wacky challenge or hidden happening each month. So, put pen to paper (and crayon to map, if necessary) and send your secrets to: ARENA, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

STRANGE GOINGS-ON

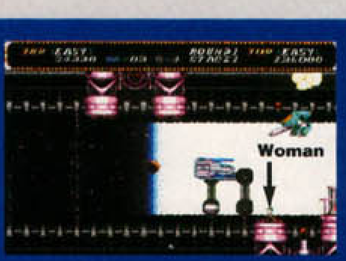
So, you think you know a game inside out, do you? You've played it for three months and finished it at least ten times, and that's it, you've cracked it.

Well, here's where we show you differently, indeed, where we show you the strange little extras which programmers build into their games.

They might be completely silly little things which add nothing to the game except the excitement of finding something unexpected, or they might be extras which are essential to the completion of the game.

If you think you've spotted something a bit out of the ordinary in one of your favourite games, then make sure you let us know.

In the meantime, take a look at the three strange happenings which we've found for you this month.



① HELLFIRE

This game includes one of the oddest things I've ever seen.

Play through level one until you get to the prize column section – you know, the ones with prizes in their tips.

Fly through all these columns and collect the prizes. Blow up the last one and you'll see a robot woman dancing on the remains of the column. She can't be destroyed or picked up and it doesn't do anything to the game.

② TOE JAM & EARL

An extremely weird game, with an even more extreme ending. When you've completed the game (by collecting all the ship pieces), you'll be told to follow the Yellow Brick road. Well don't.

Explore the bottom right-hand corner and all the way along the very top of the last level. You'll find all sorts of prizes and other things which make the game ending even more enjoyable. Go on, try it and see.

③ TWO CRUDE DUDES

This is not so much a strange happening, more of a little cheat.

Select the two-player game but play by yourself. Now you've got a permanent weapon to use – player two. Pick him up and just throw him at the opposition. No problem. His power does go down every time you throw him and he does die, so you'd better save him up for when things get really tough.

IF YOU'VE BEEN FOLLOWING SUPER PLAY, YOU'LL KNOW THAT EVERYBODY ELSE HAS, TOO.

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Super PLAY
ISSUE 1
NOVEMBER 1992
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Future
Your guarantee of value
AND THIS!
Prince Of Persia Play Guide! Win 100s of games! SPIDEY & X-MEN programmers speak! And Britain's BIGGEST EVER games show!

This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's *Super Play.*

From the very first issue it became clear – for the most accurate, honest reviews, for the first news and previews, for the best overview on the entire world scene for 1992's hottest new console, there is now a new place to be.

Super PLAY

ISSUE ONE (WITH FREE PIN BADGE) STILL AVAILABLE!

Bigger, thicker issue two out 5 November!

£1.95

- *Super Play* is never less than 100 pages – and sometimes a whole lot more. When the machine specific Super Nintendo competition struggles to make 84 pages, that's a massive difference in commitment to the SNES straight away.
- *Super Play* is put together by Future Publishing – the people behind *Total!*, the multi-format Nintendo market leader, as well as market leading computer and video titles in every sector. We've got this big by being the best, and we're not stopping now.
- *Super Play* has a commitment to cover every Super Nintendo game as it comes out – all the official UK games, plus the best, most playable ones from America and Japan the minute they get imported. Unlike some magazines, which concentrate on just one side of the story, you get the complete picture with *Super Play*.

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

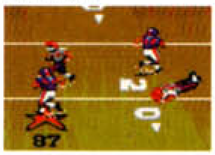
For the best in Player's Guides, news, features, comment on existing games and – of course – new game reviews, nobody brings you as much for the Super Nintendo as *Super Play*. For those who've been following the Super NES, the launch of *Super Play* was when everything *really* got started. For the competition, it's going to be a long, heart-breaking year.

SUPER PLAY: CATCH THE EXCITEMENT FOR YOURSELF.

The Top 100 bravely returns, but with a few crucial changes. No, MEGA hasn't backed down on any of its controversial placings (what do you think we are? – The Team), but now, for your delectation you'll find: a) last month's reviewed games slotted into the system; and b) ads from people wanting to sell or swap their carts. So if you see something you like, just get on the blower – it's easy. And, if you want to place a free ad in the next issue of MEGA, fill in the form on page 83 and send it in pronto...

1. JOHN MADDEN FOOTBALL '92

Publisher: EASN
Price: £39.95



In both two-player and single-player modes, *John Madden Football '92* is the most exciting, blood-churning, charming, absorbing, frustrating and adrenaline-pumping game we've ever played.

You want graphics? Madden's got them – in full parallax, multi-frame animation. You need sound? Check out the Rob Hubbard soundtrack and digitised samples throughout the game. And this game's beauty isn't just skin-deep. With over one thousand play combinations, there has never been a game which offers so much depth.

This '92 version slicked up the graphics (although a lot of players actually preferred the original, more blocky, approach) as well as tarted up the game's front end and options. So, while you'd have to be a real fan to buy both versions, you'd have to be completely and utterly out of your tree to own a Mega Drive and not get this astonishingly enduring game.

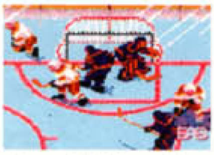
MEGA says: The best American Football game ever? Yep. The best sports game of any kind ever? Definitely. The best Mega Drive game of all-time full stop? You bet. And we'll take on anyone who says otherwise...

TO SWAP: *John Madden '92*
0942 216480
051 638 4068
Swap plus £4 – 021 422 4159

FOR SALE: *John Madden '92*
£25 – 0734 261347
£23 – 0689 859048

2. NHLPA HOCKEY

Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA



Out goes *EA Hockey* and in comes the '93 version, *NHLPA Hockey*, after last month's review. Just as *John Madden '92* remained firmly fixed to its predecessor's roots, so does this. The new version is just as much a classic as the original, but there aren't enough new features to earn the game promotion to the number one spot.

The top-down scrolling viewpoint still works beautifully, and the gameplay is as perfect as you could ever hope for it to be. Mind you, just like in the real thing, the best bit is when the gloves come off and the punch-ups start. Not as involved as *John Madden Football*, and the naïve or short-sighted player will tell you that scoring's more down to luck than skill, but for nerve-tingling tension that's absolutely second-to-none you still won't find a pulse-raiser much better (or tougher to master) than this.

MEGA says: Even better than the original (MEGA rated it 92% – it would have got more if it hadn't been a sequel). *NHLPA Hockey* is bigger, better and bloodier than its older brother, and it truly kicks. A fantastic game that no Mega Drive owner should be without.

3. SONIC THE HEDGEHOG

Publisher: Sega
Price: £34.99

It's quite possible that this is the most famous video game ever – it's certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

Yeah, it's a bit easy to finish but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in *Sonic The Hedgehog* and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse immediately – you may be dead.

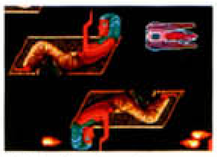
MEGA says: Still the most technically stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.

TO SWAP: *Sonic The Hedgehog*
0384 293537
0745 342802
0202 874401
0430 827234
051 638 4068
0272 565691
0708 446196
0488 682 447

FOR SALE: *Sonic The Hedgehog*
£23 – 0925 50538
Offers – 081 366 6443
Offers –.091 386782

4. HELLFIRE

Publisher: Sega
Price: £34.99



Hellfire, the only serious competition to *Aero Blasters* in the space-blast department, is number one in a different field. If the Mega Drive's ever seen a more accurate coin-op conversion than this, we'd like to know what it is. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes it a bit easy to complete, but hey – nothing's perfect.

MEGA says: Great stuff, although it pales a bit in the frenetic action department when you put it alongside *Aero Blasters*. If you find that one a bit too demanding, though, this'll be right up your street. *Hellfire* really is a superb game.

TO SWAP: *Hellfire*
0695 633032
Swap plus £4 – 021 422 4159

FOR SALE: *Hellfire*
Offers – 0924 279837

5. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

Publisher: Sega
Price: £44.99

Right, we've had the sports game, the platform game and the shoot-'em-up. What's missing? Of course, the driving game! *Super Monaco GP* (Incidentally, does anyone else remember Sega's original Monaco GP arcade game? Nope, thought not.) was the most popular driving coin-op before *Out Run*, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot – the graphics may only be alright, but the gameplay is astonishing. Superb, definable control, high-speed adrenaline-pumping driving, *and* a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game (without really changing it very much) especially in the area of car handling (thanks to input from Ayrton Senna), but with something that started off as fab as *Super Monaco GP*, that's still just window-dressing. Essential stuff.

MEGA says: The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one. (And you'll probably have to wait a long, long time for someone to write one, anyway).

TO SWAP: *Super Monaco GP*
0904 708269
0367 53194

TO SWAP: *Super Monaco GP 2*
Swap plus £4 – 021 422 4159

FOR SALE: *Super Monaco GP*
Offers – 0635 866744
Offers – 081 366 6443
£10 – 0772 715930
£20 – 081 390 2751

6. STREETS OF RAGE

Publisher: Sega
Price: £34.99

If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question that *Streets Of Rage* doesn't have to answer, because it's great stuff – if it were only tougher to beat!

Lovely backdrops, loads of athletic fighting moves, excellent two-player action (two players can interact with each other to pull off some frightening moves) and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy is brilliant!) all go together to make this the most challenging and rewarding game the Mega Drive has to offer in the genre.

MEGA says: If you want a beat-'em-up, there is no alternative (well, except *Golden Axe 2*).

TO SWAP: *Streets of Rage*
081 554 0050
0202 874401
0842 762900
(Jap): 0992 763576
Swap plus £4 – 021 422 4159

FOR SALE: *Streets of Rage*
£25 – 081 504 1106

7. QUACKSHOT

Publisher: Sega
Price: £39.99

Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Mickey Mouse's Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* (even labouring under the burden of starring Donald "can't even speak properly" Duck) is excellent fun. This is the game that *Fantasia should* have been. It looks lush, it sounds lovely, and it's action-quacked (I'm really sorry about that) from start to finish.

MEGA says: Are you deaf? We said get it!

TO SWAP: *Quackshot*
0272 754775
0454 318789

FOR SALE: *Quackshot*
Offers – 081 366 6443
£16-£20 – 0978 357941
£25 – 0689 859048

8. ROAD RASH

Publisher: EA
Price: £39.99

So you've played *Super Monaco 2* to death, huh? You're after more racing, but something with a bit more of an edge to it, right? You want *Road Rash*, mate. It might sound like a nasty disease that you get after spending too long in a sweaty boiler suit, but, in fact, *Road Rash* is a brilliant motorbike racing game with a difference – you don't just get to overtake your competitors, you get to smash their heads in as well!

Hurtle down five dangerous courses at suicidal speeds (avoiding traffic and speed cops as well as other racers), make your fortune only to spend it all on new and ever-faster bikes, and wear your knuckles down by riding alongside your enemies and punching them in the face. There are loads of bikes, loads of violence and five whole stages – this game really has got the lot.

MEGA says: Superbly atmospheric full-throttle romp that's arguably even more entertaining than *Super Monaco GP*, if a little less sophisticated. Whatever the arguments, though, there's no denying that *Road Rash* is a true classic. We advise you not to miss this one.

TO SWAP: *Road Rash*
0708 341244
0227 452392
Swap plus £4 – 021 422 4159

FOR SALE: *Road Rash*
£18 – 061 308 4191

9. RAINBOW ISLANDS

Publisher: Taito (IMPORT)
Price: (see importer)

Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer. At once incredibly simple and deeply complex, *Rainbow Islands* is right up there at the peak of the platform programmer's art.

MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

10. PGA TOUR GOLF

Publisher: EA
Price: £39.99

There isn't a lot of competition in the golf field (shouldn't that be "course"? – Ed) when it comes to Mega Drive games, but what there is, *PGA Tour* is miles ahead of. The graphics are exquisite, the control is practically perfect, loads of people can play at once, it's got every option you could possibly want, and there's even a battery back-up. Nothing else so far captures that elusive "wandering around a beautiful landscape pausing occasionally to batter a harmless little ball around with a series of big sticks" atmosphere as well as *PGA* does. *World Class Leaderboard* comes close, but if golf is your bag (ho, ho), then this is your game.

MEGA says: This is the best golf game there is, and also the best Mega Drive game for more than two players. Why not club together (sorry) with your mates and buy it?

TO SWAP: *PGA Tour Golf*
0942 216480
0850 353 484
Swap plus £4 – 021 422 4159

11. SWORD OF VERMILLION

Publisher: Sega
Price: £49.99

Try not to be put off by the fearsome price tag on this one, because if you're into all that RPG hacking 'n' slashing malarkey, this'll be money well spent.

Sword Of Vermillion is probably the best game of the type on the Mega Drive and, in a market that's becoming more crowded by the day, that's no mean feat. Big, slick and sexy.

MEGA says: Look, you're as well to spend £50 on something excellent as waste £35 on something average, aren't you? Quality costs (and in this case it certainly does), but it's usually worth it.

TO SWAP: *Sword Of Vermillion*
Swap plus £4 – 021 422 4159

12. PHANTASY STAR 3

Publisher: SEGA
Price: £49.99

A completely huge RPG, with loads of different worlds and a whole gang of characters to control. Try to complete *this* one in a night without using the battery back-up...

MEGA says: It's a lot of money but in terms of hours of fun per pound, you'll be hard pushed to beat this one.

FOR SALE: *Phantasy Star 3*
£25 – 0792 232152

13. AERO BLASTERS

Publisher: Kemco (IMPORT)
Price: (see importer)

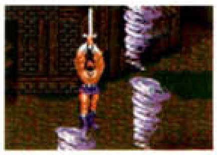
If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what a fantastic, all-action, exciting and varied blastathon it is. If you aren't one of *those people*, then be told right now – *Aero Blasters* is the fastest, meanest, sexiest, joypad-grippinglyest, sweatiest shoot-'em-up there's ever been.

It is more impressive-looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.

MEGA says: One of the best Mega Drive shoot-'em-ups ever without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

14. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega
Price: £39.99



What's that? You want some beat-'em-ups? OK, here's a real golden oldie (well, a game with deep roots anyway). If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe* better than anything else in the whole wide world.

The sequel did nothing to alter the linear gameplay (Ax, Gillius or Tyris still start heading right and just keep going) and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-whenever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to keep at it until you see the end. Whether you'll want to play it again after that is a different matter altogether.

MEGA says: The best game in a very limited genre. But why are beat-'em-ups always so easy to complete? Who knows?

TO SWAP: *Golden Axe 2*
061 748 6155
0695 633032
(Jap): Swap plus £4 – 021 422 4159

FOR SALE: *Golden Axe 2*
£28 – 0532 573575

15. DESERT STRIKE

Publisher: EA
Price: £34.99

Yes, okay, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this atmospheric and action-packed shoot-'em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. *Desert Strike* is a great game, and that's the only thing that really matters.

TO SWAP: *Desert Strike*
0745 342802
021 459 7576
0850 353 484
Swap plus £4 – 021 422 4159

FOR SALE: *Desert Strike*
Offers – 0924 279837
£18 – 061 308 4191

16. THUNDERFORCE 4

Publisher: Sega
Price: £39.99
Reviewed in Issue 1 of MEGA

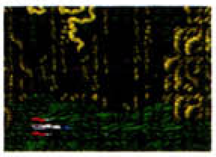
The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics (and they really are rather groovy, er, "dadio") get in the way of the action – there's just too much going on on-screen at any one time.

MEGA says: Looks great, lots to blast through, looks great, solid shoot-'em-up action, looks great and er, nothing *really* that could be described as special. It really does look great though.

FOR SALE: *Thunderforce 4*
Offers – 0924 279837

17. THUNDERFORCE 3

Publisher: Sega
Price: £35.99



Of course, with the arrival of *Thunderforce 4*, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Woo!" at some of the best visual effects yet seen on the Mega Drive. It's not all cosmetics though – *Thunderforce 3* is also a damn fine shoot-'em-up in its own right. If you're a zapping fan, this is another one of those "must-haves", basically.

MEGA says: Gorgeous blaster which is perhaps slightly better to look at than play, but that's

Turn over

probably because it's so bloody wonderful to look at.

TO SWAP: *Thunderforce 3*
081 554 0050
Swap plus £4 – 021 422 4159

18. REVENGE OF SHINOBI

Publisher: Sega
Price: £34.99

Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

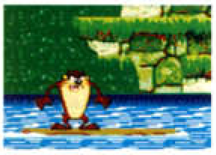
MEGA says: Super stuff, with top special effects and just plain special gameplay (if you can be "plain special", that is).

TO SWAP: *Revenge Of Shinobi*
0272 565691
Swap plus £4 – 021 422 4159

FOR SALE: *Revenge Of Shinobi*
£20 – 081 504 1106
Offers – 081 366 6443

19. TAZ-MANIA

Publisher: Sega
Price: £39.99



The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tazmanian Devil, in a Sonic-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you *are* a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

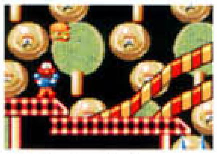
MEGA says: Brilliantly entertaining, but not all that demanding, *Taz-Mania* is perfect for the kids, and for those of you who can afford to spend lots of dosh on games which you'll finish in three days.

TO SWAP: *Taz-Mania*
Swap plus £4 – 021 422 4159

FOR SALE: *Taz-Mania*
£25 – 081 534 1014
£25 – 0792 232152
Offers – 0225 428326

20. JAMES POND 2 – ROBOCOD

Publisher: EA
Price: £39.99



Converted from, but significantly improved upon, the 16-bit computer classic, *Robocod* was the game that took on Sonic at his own game and didn't make a half-bad stab at it. It's a little, er, spacey in parts, but for the most part this gigantic platformer is busy and impressive. Exceptionally pretty, and funny too, this is one of the best hedgehog clones you can buy.

MEGA says: Great little game, with a different feel to most platformers (largely thanks to your extendible character...). A right good laugh, and no mistake.

TO SWAP: *James Pond 2*
0926 330681
Swap plus £4 – 021 422 4159

FOR SALE: *James Pond 2*
£23 – 0689 859048

21. CASTLE OF ILLUSION

Publisher: Sega
Price: £39.99

Mickey Mouse, eh? Don't you just love him? No matter what he does, no matter where he goes, his little mousey ears always stay perfectly round. Yep, even when he appears in really lovely platform adventures like this one, with all manner of strange and beautiful Disney-style fantasy creatures trying to off him in a deeply unfriendly manner as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel. What a trouper he is.

MEGA says: A lovely platform epic very much in the style of (whisper it) *Mario*, except without all that tedious head-butting palaver. Gorgeous to look at and gorgeous to play. The whole family will love this one.

TO SWAP: *Castle Of Illusion*
0708 446196
0672 810049
0488 682 447
0904 708269
(Jap): 0896 3497
(Jap): 0923 264108
Swap plus £4 – 021 422 4159

FOR SALE: *Castle of Illusion*
Offers – 0924 279837
£20 – 0283 44740
£25 – 0228 560387

22. LHX ATTACK CHOPPER

Publisher: EA
Price: £39.99
Reviewed in Issue 1 of MEGA

The Mega Drive's first chopper-'em-up and only the second genuine flight sim (albeit in an action-orientated way). The graphics are supremely detailed and suffer from only a slight jerkiness while the action remains fast and, indeed, furious.

MEGA says: Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole Eastenders (long drawn-out series) of missions will find plenty to get their teeth stuck in to.

23. DECAP ATTACK

Publisher: Sega
Price: £39.99

Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game. Controlling a character who can chuck his proper head (his name's Chuck D Head, good eh?) and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

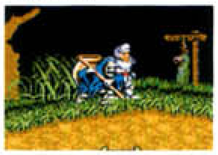
MEGA says: Ropeyish graphics, but don't let that put you off this gorgeous and funny platformer.

TO SWAP: *Decap Attack*
0488 682 447

FOR SALE: *Decap Attack*
Offers – 091 386782

24. GHOULS 'N' GHOSTS

Publisher: Sega
Price: £34.99



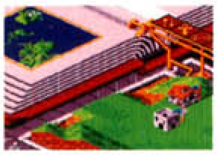
A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures. *Ghouls 'n' Ghosts* is simply one of the best arcade games around.

MEGA says: *Ghouls 'n' Ghosts* is the business – and, for once, the tough difficulty tuning guarantees decent value for money as well as being great short-term arcade fun. Go for it!

FOR SALE: *Ghouls 'n' Ghosts*
£21 – 0792 232152
£26 – 0532 573575
Offers – 081 366 6443

25. POPULOUS

Publisher: EA
Price: £39.99



Immensely strange and original God-simulator game in which you hold sway over the very shape of the land itself, as you try to create an army of followers to defeat an opposing deity. Slightly forbidding at first with a mass of controls to get the hang of, but once you're in, you'll probably never want to come back out.

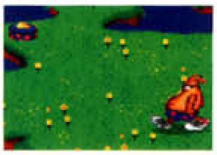
MEGA says: One of the most compulsive games ever invented. There's nothing else like it on the MD so, egomaniacs everywhere, don't miss it.

TO SWAP: *Polulous*
0850 353 484
0488 682 447
Swap plus £4 – 021 422 4159

FOR SALE: *Polulous*
Offers – 0924 279837
Offers – 0635 866744

26. TOEJAM AND EARL

Publisher: Sega
Price: £39.99



Speaking of multi-player action, though, it doesn't get a lot more entertaining than this. Toejam (urgh) and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane. You'll love it.

MEGA says: Another OK game which becomes completely essential when played with someone else. Got any friends? Buy this. Haven't got any friends? Buy this and make some.

TO SWAP: *Toe Jam and Earl*
Swap plus £4 – 021 422 4159

FOR SALE: *Toe Jam and Earl*
£18 – 061 308 4191

27. SPEEDBALL 2

Publisher: Virgin Games
Price: £34.99
Reviewed in Issue 1 of MEGA

This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, though, which means that for an all-round sporting experience *Speedball 2* is hard to beat (up) – especially in two-player mode.

MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), this is about as good as arcade sports games get. *Speedball 2* is totally vicious and totally excellent.

28. PIT FIGHTER

Publisher: Tengen
Price: £37.99

Ooh look, it's another beat-'em-up. Ah yes, but wait... this one's different. How come? Well, it's got digitised graphics, guv. That means the fighters you take on in this simulation of that ugliest of "sports" (pit fighting, that is) look incredibly realistic, which means you can imagine that it's a real human being you're knocking the living daylights out of. You sad person.

MEGA says: Pretty dull and morally dubious beat-'em-up fare. You won't find much prettier BEUs, but gameplay-wise you could do a lot better than this.

TO SWAP: *Pit Fighter*
Swap plus £4 – 021 422 4159

29. SHINING IN THE DARKNESS

Publisher: Sega
Price: £49.99

A mammoth, gorgeous RPG (as opposed to a gorgeous mammoth RPG, which would be a completely different proposition involving attractive elephants, wouldn't it?) with lovely aesthetics and gameplay which will keep you entranced for months. *Shining In The Darkness* is probably the Mega Drive's most accessible RPG, so comes highly recommended to anyone who fancies giving the genre a try.

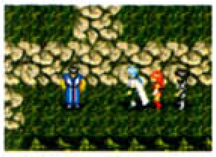
MEGA says: A bit of a must for RPG fans, but even if you're not into the genre, give this a try. You might find that you're pleasantly surprised.

TO SWAP: *Shining in the Darkness*
Swap plus £4 – 021 422 4159

FOR SALE: *Shining in the Darkness*
£29 – 0253 798388
£40 – 0480 477471
Offers – 0924 279837
Offers – 0225 428326

30. PHANTASY STAR 2

Publisher: Sega
Price: £59.99

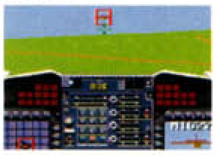


Not quite as big and sexy as *Phantasy Star 3*, obviously, but pretty impressive all the same.

MEGA says: Great stuff, but at this price it's strictly for the absolute fanatics.

31. F-22 INTERCEPTOR

Publisher: EA
Price: £39.99



There aren't many flight simulators around on the Mega Drive, which, to be honest, is most of the reason why this is the best one. The graphics are fab, but the gameplay gets repetitive a bit too quickly for our liking.

MEGA says: If you want a flight sim, this is about as good as they currently get. Luckily Microprose has some fantastic up, down, flying around, looping-the-loop-type stuff in the pipeline.

TO SWAP: *F-22 Interceptor*
0708 341244
081 575 7126
Swap plus £4 – 021 422 4159

32. STRIDER

Publisher: Sega
Price: £44.99

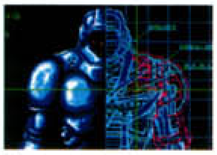
Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the money by itself.

MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic*) that'll make them go "gosh, wow" the most.

TO SWAP: *Strider*
0992 763576
0488 682 447

33. ESWAT

Publisher: Sega
Price: £34.99



Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the end.

MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

TO SWAP: *ESWAT*
0222 619263
0992 763576

34. SHADOW DANCER

Publisher: Sega
Price: £34.99

ESWAT with a dog, basically.

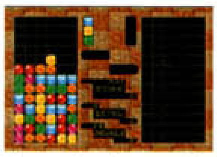
MEGA says: More fab scrolling beat-'em-up action, and you'll find yourself getting really attached to your little ninja pooch, too. The baddies are truly bad and the ninja scum that Joe's fighting against put up a decent enough fight. There are plenty of secret bonuses and hidden goodies to keep the interest factor up. Well worth a bang – check it out.

TO SWAP: *Shadow Dancer*
081 554 0050
071 586 4130
081 4222 022
Swap plus £4 – 021 422 4159

FOR SALE: *Shadow Dancer*
£15 – 081 534 1014

35. COLUMNS

Publisher: Sega
Price: £34.99



The game they give away with the Game Gear, and it's easy to see why – it's worth buying one of the fabby little machines just to play this, except, of course, you don't have to. This brilliant cross between *Tetris* and *Klax* is better on the Mega Drive than anywhere else, thanks mainly to the fact that the graphics are big enough to let you actually see what's going on. Great stuff solo, but the two-player head-to-head "flash" game is very competitive and totally wonderful. The best Mega Drive puzzle game going.

MEGA says: Buy another joypad, buy *Columns*, and then invite some of your friends round. Then see if you can get them to leave...

TO SWAP: *Columns*
Swap plus £4 – 021 422 4159

36. KID CHAMELEON

Publisher: Sega
Price: £34.99

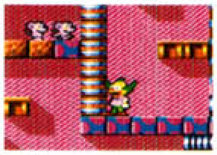
Ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as *Sonic*, so they must have been a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember – you don't have to be great to be good.

MEGA says: Not too bad, just don't listen to Sega.

TO SWAP: *Kid Chameleon*
Swap plus £4 – 021 422 4159

37. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge
Price: £39.99
Reviewed in Issue 1 of MEGA



The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There's lots of puzzles, lots of cartoony graphics and lots of fun to be had.

MEGA says: *Krusty's Super Fun House* is one of a rare breed of game: a licensed title that manages to combine a big name with a decent game. Good rat-splatting stuff.

TO SWAP: *Krusty's Super Fun House*
Swap plus £4 – 021 422 4159

38. TERMINATOR

Publisher: Virgin
Price: £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it. That's it then, eh?

MEGA says: Lovely game, but there's not nearly enough of it.

39. TWO CRUDE DUDES

Publisher: Data East (IMPORT)
Price: (see importer)

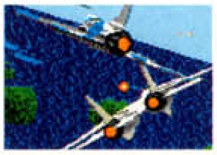
Well, it's a beat-'em-up and it's got some crude dudes in it. Er...

MEGA says: A fairly accurate version of the coin-op *Crude Busters* and it's OK. The whole game looks good and plays OK but it's just too easy to finish.

TO SWAP: *Two Crude Dudes*
0745 342802

40. AFTERBURNER 2

Publisher: Sega
Price: £34.99



The arcade version of *Afterburner* (all style and no content) threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope desperately for the best.

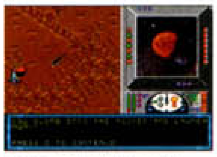
Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. What else is there to say?

MEGA says: Er, this, I suppose. *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* for starters.

TO SWAP: *Afterburner 2*
0850 353 484
0367 53194
0488 682 447
Swap plus £4 – 021 422 4159

41. BUCK ROGERS "COUNTDOWN TO DOOMSDAY"

Publisher: EA
Price: £49.99



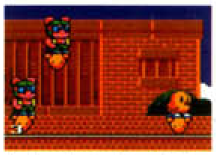
Tacky graphics but tons of depth in this strategic RPG thing. But where's Tweaky?

MEGA says: Very nice, but wouldn't it have been better to use the licence for a good old-fashioned shoot-'em-up? MEGA thinks so.

TO SWAP: *Buck Rogers*
Swap plus £4 – 021 422 4159

42. NEW ZEALAND STORY

Publisher: Taito (IMPORT)
Price: (see importer)



Another classic coin-op that's seen incarnations on just about every format imaginable, but the Mega Drive version takes an unexpected twist by being less of a conversion than a rearrangement of the original. All the same features found in the arcade game are present and correct, but the level layouts and structures are almost completely different. While this is a bit of a bummer for arcade perfectionists, it means that *New Zealand Story* fans now have a whole new game to play, and that can't be a bad thing.

MEGA says: *New Zealand Story* on the Mega Drive is as cute, clever and addictive as it ever was, so who cares if all the bits are in different places? Not us, that's for sure.

43. TEAM USA BASKETBALL

Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA

Incorporating *Bulls Vs Lakers* (the two games are basically the same) and replacing *Celtics Vs Lakers*, this is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.

MEGA says: Shame its: a) just a tad too easy; and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.

44. TRUXTON

Publisher: Sega
Price: £34.99

Shoot-'em-up, huh? Vertical scrolling, huh? Bit easy to beat, isn't it?

MEGA says: Well yes, but on the whole, *Truxton* is a decent enough effort. It's good fun to pick up and play every now and again, but it'll never change

Turn over

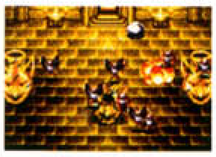
your life, or even give you one especially wonderful evening.

TO SWAP: *Truxton* (Jap): Swap plus £4 – 021 422 4159

WANTED: *Truxton* (British): 061 4425018

45. DRAGON'S FURY

Publisher: Tengen
Price: £39.99
Reviewed in Issue 1 of MEGA

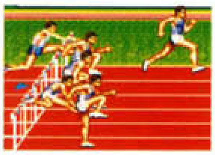


It's a pinball game.

MEGA says: And it's lovely.

46. OLYMPIC GOLD

Publisher: US Gold
Price: £39.99



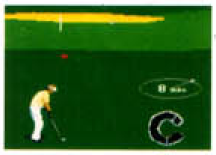
The graphics may be lush, but at the root of it all, it's just a creative way to pummel the living daylights out of your joypad.

MEGA says: Pretty dull by yourself, but excellent fun when you've got a few mates round.

TO SWAP: *Olympic Gold*
0708 446196
0946 830109
Swap plus £4 – 021 422 4159

47. WORLD CLASS LEADERBOARD

Publisher: US Gold
Price: £37.99



Well, it's pretty good, but it's not really *PGA Tour*, now is it?

MEGA says: No it isn't. Unless you're absolutely golf loopy nuts and just *have* to have every available sim, get *PGA* and settle for that.

48. BATTLE SQUADRON

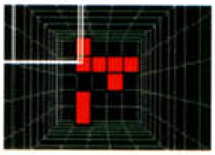
Publisher: EA
Price: £39.99

Amiga conversion time again, but this vertically-scrolling blaster looked pretty dated even when it originally appeared about two years ago, and it hasn't really improved with age. Good solid zapping action, but nothing to really hold your attention.

MEGA says: Bog-standard vertical zaperama with little or nothing to make it stand out from the crowd. More repetitive than most.

49. BLOCKOUT

Publisher: EA
Price: £34.99



Your brain will never forgive you. Imagine *Tetris*, played looking down a well, with three-dimensional vector-graphic wire-frame blocks which can be moved, turned and rotated in each of the three axes. Having problems imagining it? Just you try playing it, mate.

MEGA says: Complete mind torture, but if you're a professional mathematician or more laid back than a particularly relaxed sloth, you'll get some serious puzzling fun out of this one. Strictly for the hardy, though.

TO SWAP: *Blockout*
Swap plus £4 – 021 422 4159

50. F1 CIRCUS

Publisher: Nichibutsu (IMPORT)
Price: (see importer)

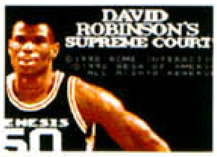
This game is second only to the *Super Monaco GP* twins, *F1 Circus* looks ropey but plays well. The Formula One tie-in is well implemented and playing the game makes a fairly realistic representation of putting you in the cockpit of the real thing. In other words, you'll crash a lot.

MEGA says: If realism gets your motor running (even if it's at the expense of lush graphics), then check this out.

TO SWAP: *F1-Circus* (Jap): Swap plus £4 – 021 422 4159

51. DAVID ROBINSON BASKETBALL

Publisher: Sega
Price: £39.99



The best of a whole clutch of basketball games recently released by various people. Though still not up to *Team USA Basketball* this one boasts by far the smoothest, fastest action, and some of the nicest effects too. If basketball's your bag (ahem), this is your kind of shopping trolley. (What? – Ed.)

MEGA says: Bouncy bouncy, bouncy bouncy, fun, fun, fun, fun, fun. (What? – Ed.) Tiggers. And basketballs. (Ah – Ed.)

52. SUPER HANG-ON

Publisher: Sega
Price: £19.99

Road Rash, without all the violence. Yes, we know it sounds like a bit of a bad idea, but if what you're after is pure high-speed racing thrills, then this is still your best bet. A near-perfect rendition of the coin-op, too – just try to stop yourself from leaning into those bends...

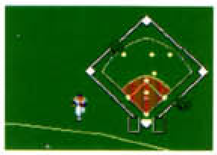
MEGA says: It looks lovely, it plays beautifully, it'll last for ever. Along with *Super Monaco* and *Road Rash*, the only genuinely essential racing game for your Mega Drive.

TO SWAP: *Super Hang-On*
081 575 7126
Swap plus £4 – 021 422 4159

FOR SALE: *Super Hang-On*
£18 – 0792 232152

53. SPORTS TALK BASEBALL

Publisher: Sega USA (IMPORT)
Price: (see importer)
Reviewed in Issue 1 of MEGA



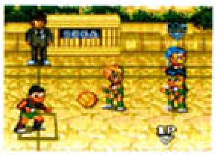
A decent baseball game that tells you just what's going on as it goes on.

MEGA says: As with *Joe Montana Football 2*, great for people with no friends. And the blind. (Not sure about that last one – Ed).

TO SWAP: *Sports Talk Baseball*
Swap plus £4 – 021 422 4159

54. DODGEBALL

Publisher: Sega Japan (IMPORT)
Price: (see importer)
Reviewed in Issue 1 of MEGA



Volleyball meets *Speedball* in this strange, but entertaining Japanese game. The idea is to knock your opponent's team members out of the court with a high-speed chuck of (what can only be) either a cannon or medicine ball. Decidedly strange, inevitably violent and great fun – like sellotaping a vulture to your friend's anorak.

MEGA says: Not sure about this vulture/anorak business, but *Dodgeball* remains a good two (or more) player game.

55. ARCUS ODYSSEY

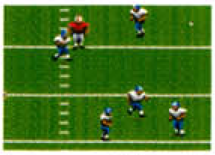
Publisher: Renovation (IMPORT)
Price: (see importer)

A lovely looking 3D game, which scores points for offering some of the best simultaneous two-player action going.

MEGA says: *Arcus Odyssey* is OK by us.

56. JOE MONTANA 2 - SPORTS TALK FOOTBALL

Publisher: Sega
Price: £34.99



Nope, sorry, even this sequel to the original "not too bad but let's face it, it's not as good as *John Madden*" American football game fails to lace the boots or plump the padding of the boy from Electronic Arts. Nice try but no cigar.

MEGA says: It's not as good as *John Madden Football* but it talks to you. Perfect for gridiron fanatics with no friends.

TO SWAP: *Joe Montana 2*
Swap plus £4 – 021 422 4159

57. FIGHTING MASTERS

Publisher: Treco (IMPORT)
Price: (see importer)

Solid two-player beat-'em-up action is the name of this lovely looking game. If only the beast was a bit more substantial in one-player mode.

MEGA says: Two-player pommelling can be a great laugh (especially with 12 intergalactic hard cases to play with), but don't bother with *Fighting Masters* if you're a solo scrapper.

TO SWAP: *Fighting Masters*
Swap plus £4 – 021 422 4159

58. CHUCK ROCK

Publisher: Virgin Games
Price: £39.99

This is an old Amiga game which has been brushed up a bit for the Mega Drive and, as you might expect, it's a bit of a lush looker. What you might not expect is a fabby prehistoric platform game which plays like an episode of The Flintstones (except it's funnier) and in which you dispose of your enemies by bouncing them off your gigantic beer belly. Nope, you might not expect that, but it's what you'll get anyway. Ha.

MEGA says: A really enjoyable platformer, packed to the brim with variation, lovely little touches and more imagination than a dozen lesser efforts in this overloaded genre.

TO SWAP: *Chuck Rock*
051 638 4068
Swap plus £4 – 021 422 4159

FOR SALE: *Chuck Rock*
£25 – 081 534 1014

59. TETRIS

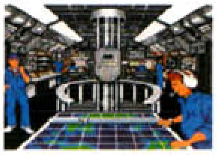
Publisher: (IMPORT)
Price: (see importer)

Okay, hands up everyone who doesn't know about *Tetris*. Three of you, eh? Well, pay attention this time. Tsch.

MEGA says: The biggest and sexiest puzzle game of all eternity comes to the Mega Drive. If, by some incredibly unlikely fluke, you don't already have a *Tetris* game, then get this one now. Either that or you'll have to buy a Game Boy.

60. 688 ATTACK SUB

Publisher: SEGA
Price: £34.99



Nice, atmospheric submarine simulator with a bit of zapping and some pleasant aesthetics.

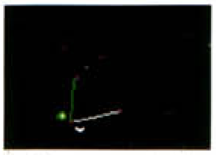
MEGA says: PING!... Not the kind of thing you ever PING!... imagine anybody buying a Mega PING!... Drive for, but good at what it does.

TO SWAP: *688 Attack Sub*
0672 810049
Swap plus £4 – 021 422 4159

FOR SALE: *688 Attack Sub*
£20 – 0283 44740
£20 – County Durham 410 6905

61. STAR CONTROL

Publisher: Ballistic
Price: £39.99



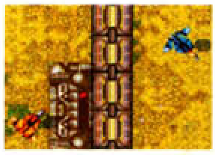
Massive but not actually all that complicated space strategy trading thing with zappy and tactical bits thrown in as a life-preserver.

MEGA says: A bit of a lark with a chum if you're after something different, but kinda dull if you're on your own.

FOR SALE: *Star Control*
£17 – 081 534 1014

62. HERZOG ZWEI

Publisher: Sega
Price: £34.99

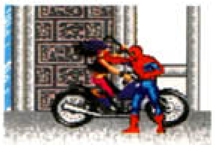


Eight-way scrolling, view-from-above, simultaneous two-player, head-to-head, split-screen shoot- and think-'em-up with bags of strategy. It could have been a classic, but didn't quite manage to hang together.

MEGA says: Almost excellent for two-player head-to-head. If you can pick it up cheap, you may love it.

63. SPIDERMAN

Publisher: Sega
Price: £39.99



"Spiderman, Spiderman, does

whatever a spider can." So how come you never see him getting trapped in a bath then, eh?

MEGA says: Pretty run-of-the-mill platform game, lifted out of the ordinary by some pretty spiffy graphics and a nice line in enemies. This is, however, still really only for web-slinging fanatics and the Manic Street Preachers (evidently they're big fans).

TO SWAP: *Spiderman*
Swap plus £4 – 021 422 4159

64. CORPORATION

Publisher: Virgin Games
Price: £39.99

Gigantic and tough 3D, RPG-ish Amiga conversion with some top 3D blasting bits in it. The idea is that you're a secret agent briefed with the unenviable job of trying to establish whether rumours of a company creating killer genetic mutants is true or not. It's involving and absorbing although it can get a bit repetitive if constantly creeping around mutant-infested buildings inches from death, isn't your idea of a good night out.

MEGA says: For RPG fun with a bit more blasting *and* a bit more brain-stretching than usual, this is a pretty damn good buy.

65. TEST DRIVE 2

Publisher: Ballistic
Price: £34.99

A two-player, head-to-head driving game that sounds as if it should be great, but somehow never lives up to expectations.

MEGA says: Enjoyable serious-ish, two-player driving/crashing game, which you may never be able to buy. Life's a bitch, eh?

TO SWAP: *Test Drive 2*
Swap plus £4 – 021 422 4159

66. TROUBLE SHOOTER

Publisher: Vic Tokai (IMPORT)
Price: (see importer)

Madison and Crystal take to the skies to kick some alien butt in an entertaining shoot-'em-up with a choice of five special weapons, some seriously whacked-out bosses and five levels of constant action.

MEGA says: A tad too small and a tad too easy, but while it lasts, *Trouble Shooter* is right good stuff.

67. ARNOLD PALMER TOURNAMENT GOLF

Publisher: Sega
Price: £34.99

More golf? Haven't we covered that one already? Of "course" we have! (Another joke like that and you're fired. I'm not joking – Ed.)

MEGA says: *PGA Tour's* the game you want.

68. GAMES – THE WINTER CHALLENGE

Publisher: Ballistic
Price: £39.99

Pretty run-of-the-mill snowbound sports sim with eight ice-tastic events. As ever, lots of laughs with your buddies, but a real snoozeathon if you try it solo.

MEGA says: This one's been kind of overtaken by *Olympic Gold* as the Mega Drive's première multi-event sports game, but it's still a good example of the genre. It's just not a particularly outstanding genre, is all.

One claim to fame that *Games* can cling to as its own, however, is that it is Ballistic's best ever game. Hooray!

TO SWAP: *Winter Challenge*
0367 63194
0992 763576
Swap plus £4 – 021 422 4159

FOR SALE: *Winter Challenge*
£23 – 0689 859048

69. KLAX

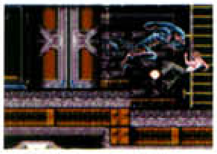
Publisher: Tengen
Price: £34.99

A massive coin-op cult (ie hardly anyone played it but everyone who did, loved it to bits), *Klax* is one of the best puzzle games ever. Unlike *Tetris* et al, you get a bit of scope for your own strategies instead of just needing lightning reactions, although you'll have to have those too. Very original and excellently designed, with a groovy two-player head-to-head game to boot, *Klax* will test your speed, sight, and spatial perception, all at the same time. Can you handle it?

MEGA says: *Columns, Tetris, Blockout* and *Klax* – the only puzzle games you'll ever need. Geniuses shouldn't be without any of them.

70. ALIEN 3

Publisher: Flying Edge
Price: £34.99



Strangely reminiscent of *Terminator*, but then when you realise that both games come from the programmers at Probe, maybe it's not such a big surprise after all. This time you're Ripley and you're faced with the task of machine-gunning, grenade-chucking and alien-blasting your way through platform after platform of action.

MEGA says: Nothing special, and certainly nothing to get excited about. Without the atmsopheric effects and intro of *Terminator* the game falls into the ranks of all the other seen-it-all-before platformers.

TO SWAP: *Alien 3*
Swap plus £4 – 021 422 4159

71. JAMES POND

Publisher: EA
Price: £34.99

The prequel to *Robocod*, but a more inferior game. Some cute platform/swimming around fun, but nothing that'll really set your head on fire. Er, not that you'd especially want it to.

MEGA says: The 12 levels won't last you too long, and you'll probably get a bit bored before the end, anyway. This is, however, still good fun for a few plays.

TO SWAP: *James Pond*
0787 476770
Swap plus £4 – 021 422 4159

72. THE IMMORTAL

Publisher: EA
Price: £39.99

Massive but ropey-looking RPG with loads of blood 'n' guts for the gore-thirsty. Very slick but ultimately insubstantial. Ah well!

MEGA says: OK, but think very carefully before you blow £40 on this game.

TO SWAP: *The Immortal*
0850 353 484
Swap plus £4 – 021 422 4159

FOR SALE: *The Immortal*
£25 – 0283 44740

73. DARIUS 2

Publisher: Taito (IMPORT)
Price: (see importer)

Seven different endings? Now this is a way of extending a game's lifespan. This classy sideways-scrolling shoot-'em-up offers enough to earn it a place in the Top 100, but it doesn't quite break any new ground.

MEGA says: Nice graphics, nice sound, nice challenge – but nothing new whatsoever. An above-average sideways-scroller that's worth a look.

74. MIGHT AND MAGIC

Publisher: Sega
Price: £49.99

Drastically over-expensive, dated control interface, and crap graphics, but this is still a deep and absorbing RPG. You can, however, do much better for your money.

MEGA says: This one's past its prime, to be honest.

75. CALIFORNIA GAMES

Publisher: Sega
Price: £39.99

Half-pipe skateboarding, foot-bag, roller-skating, surfing and BMXing: those Californians sure know how to have a great time, don't they? This multi-event game is a lot of fun to get into, but there's no real long-term appeal.

MEGA says: Put the £40 in a bank account for about fifty years at 12% interest, then go to the USA yourself. Sorted.

TO SWAP: *California Games*
0992 763576
Swap plus £4 – 021 422 4159

FOR SALE: *California Games*
Offers – 0225 428326

76. BUDOKAN

Publisher: EA
Price: £39.99

Martial arts-type beat-'em-up, which requires a little more thought than most. At the end of the day, it's still a lot of wiggling the joypad, hitting the buttons and hoping for the best, though.

MEGA says: If beating computer people up (in four different "sporting" events), is where you get your thrills, this is one of the less brain-rotting ways in which you can go about it.

77. ZERO WING

Publisher: SEGA
Price: £34.99

Of all the millions of horizontally-scrolling shoot-'em-ups for the Mega Drive, *Zero Wing* is probably, er, the easiest. You'll finish this within three attempts, which is a bit of a shame as it's otherwise about as good as the genre gets. Lots of nice big aliens, smooth and precise control, and decent weaponry make it lots of fun to play, but there's not much point when you've already finished it!

MEGA says: A really lovely, playable shoot-'em-up, but way, way too easy for all but the most unco-ordinated.

TO SWAP: *Zero Wing*
Swap plus £4 – 021 422 4159

78. THUNDERFORCE 2

Publisher: Sega
Price: £34.99

Basically, *Thunderforce 3* with some different scrolling bits, but not quite as good.

MEGA says: OK, but why bother with this when there's *Thunderforce 3* (or *Thunderforce 4* for that matter) out there? Or *Aero Blasters* or *Hellfire*, come to that.

TO SWAP: *Thunderforce 2*
081 4222 022

FOR SALE: *Thunderforce 2*
£10 – 061 308 4191

79. TURRICAN

Publisher: Ballistic
Price: £39.99

A supremely popular home computer game, but maybe that just shows how easy all those Amiga and ST owners are to please. *Turrican* is an absolutely colossal platform-leaping, shoot-'em-upping, landscape-exploring, epic of a game. But after a while you start thinking, "Oh good, another 100 screens to plough through before I get to the next interesting bit. I wouldn't mind, but they're exactly the same as the last 100 screens".

MEGA says: It's decent enough for a while, but if you've got the patience or the high boredom threshold needed to get to the end, you're a better man than any of us.

80. EUROPEAN CLUB SOCCER

Publisher: Virgin Games
Price: £39.99

This football game was previously seen on home computer formats as the extremely popular *Manchester United Europe*. The fact that it is now the best Mega Drive football game around isn't so much down to it being brilliant, but because there are only about two competitors, both of which are rubbish. Still, this is slick, fast and enjoyable, and although it's easy to beat, you'll get months of fun from the two-player mode. Well worth a look for footy fans.

MEGA says: The undisputed Mega Drive soccer king, but that title will probably go out of the window when Mega Drive's *Kick Off* makes an appearance. Wait for that and then make your own judgement.

TO SWAP: *Euro Club Soccer*
Swap plus £4 – 021 422 4159

Turn over

81. FATAL REWIND

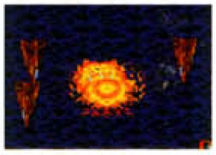
Publisher: EA
Price: £39.99

You may know this re-titled computer-game classic better as *The Killing Game Show*. It's like *Rainbow Islands* in many ways, but with big butch metallic graphics and a little bit more to think about like how impressive the interactive action replay feature is. There's no more going back miles when you get killed either – you just watch your last performance then take over a split second before you made that last silly mistake. Excellently compulsive platforming fun.

MEGA says: If you fancy something a bit different from the ordinary cutesy-graphics formula stuff that is most Mega Drive platform games (and who doesn't from time to time?), then *Fatal Rewind* could be the game for you.

82. SUPER AIRWOLF

Publisher: Kyugu (IMPORT)
Price: (see importer)



Super Airwolf is known as *Crossfire* in the US and that should be enough to tell you that this game's got absolutely nowt to do with *Airwolf* – it's just an old vertically-scrolling shoot-'em-up with a new name stuck on it for a quick licence to cash-in. Fortunately, it's quite a good old vertically-scrolling shoot-'em-up, but it's still nothing you haven't seen a dozen times before.

MEGA says: One of the best efforts in the vertical-blasting genre, but only worthwhile if you don't already have half-a-dozen of the blighters. Groovy soundtrack though.

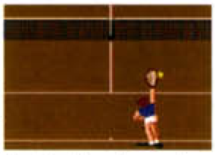
83. EL VIENTO

Publisher: Renovation (IMPORT)
Price: (see importer)
What do you expect to hear about yet another bog-standard platform beat-'em-up? That the name means "The Double-Decker Bus" in Spanish? That'd be interesting, wouldn't it? If only it were true...

MEGA says: Not true, though. Yet another bog-standard beat-'em-up. Sorry.

84. GRAND SLAM TENNIS

Publisher: Telenet (IMPORT)
Price: (see importer)



Good fun in two-player mode, but severely limited for a solo outing. We could describe this mediocre tennis game as a load of balls, but that would be a tad harsh, so we won't.

MEGA says: Unfortunately, this is the Mega Drive's only tennis game but it really isn't anything special. But...

85. ROLLING THUNDER 2

Publisher: Namco (IMPORT)
Price: (see importer)
The original *Rolling Thunder* was a fantastic coin-op, and *Rolling Thunder 2* on the Mega Drive is a fair copy. But the sprite movement is severely limited, letting down what could have been a great, basic platform-shooting game.

MEGA says: Not bad at all, but not in the same league as *Revenge Of Shinobi* et al.

TO SWAP: *Rolling Thunder 2* Swap plus £4 – 021 422 4159

86. JEWEL MASTER

Publisher: SEGA
Price: £34.99
This is a platformer which has some nice touches of originality (wearing different combinations of rings creates different special weapons), but you don't have to use any of the clever stuff in order to finish it inside two days. Insanely easy and not very exciting.

MEGA says: Not really a jewel, more of a decanter set.

87. TALMIT'S ADVENTURE (MARVEL LAND)

Publisher: Sega
Price: £39.99
Super-cutesy platforming action, like *Sonic The Hedgehog* with more primary colours. It looks fabulous and plays better than it looks, so why don't you go out and get it?

MEGA says: One of the best platformers around, and one of the few games which can lure girls to your joypad too.

TO SWAP: *Talmit's Adventures* (Jap): Swap – 081 876 2158

88. BATMAN

Publisher: Sega USA (IMPORT)
Price: (see importer)
Nothing massively (or even tinily) original here, just lots of wandering around Bat-platforms and Bat-mazes beating up Bat-opponents. There's plenty of Bat-action but really not that many thrills.

MEGA says: Not bad, in fact really quite good. But, y'know, if you're *really* after a Batman game on the Mega Drive, look out for *Batman Returns*.

89. ALISIA DRAGOON

Publisher: Sega
Price: £39.99

That's what we haven't had in a platform game yet, dragons!

MEGA says: Er, the best dragon-based platform game around. Probably.

TO SWAP: *Alisia Dragoon* Swap plus £4 – 021 422 4159

FOR SALE: *Alisia Dragoon* Offers – 0924 279837

90. BONANZA BROS.

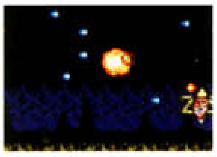
Publisher: Sega
Price: £34.99

Robo and Mobo set out on a night of breaking and entering in this two-player coin-op con. It's all quite fun and the idea is clever, but the arcade version never made enough of the two-player interaction so there was never any hope of the Mega Drive version being any better.

MEGA says: Limited two-player fun and don't attempt a one-player game.

91. GYNOUG

Publisher: Sega
Price: £39.99



Ha, so you thought this was just another horizontally-scrolling shoot-'em-up. No sirree. This one's got a sillier name. Look!

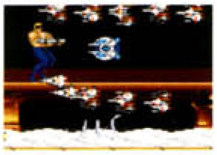
MEGA says: Alright, alright, so Gynoug's quite good in a small and fiddly kinda way. But if you've got this far, you should already have at least five better blasters, so why spend another £40 on this 'un?

TO SWAP: *Gynoug* (Jap): Swap plus £4 – 021 422 4159

FOR SALE: *Gynoug* Offers – 0924 279837

92. FORGOTTEN WORLDS

Publisher: Sega
Price: £39.99



This is a very faithful clone of the coin-op of the same name, except that the Mega Drive doesn't have the rotating-knob controller which allowed you to fire in eight directions independently of movement. Inconveniently, that was pretty much the crux of the arcade game, but apart from that (er...) this does a pretty respectable job of recreating the coin-op experience.

MEGA says: Pity it wasn't a very good coin-op then, isn't it?

93. M1 ABRAMS BATTLE TANK

Publisher: Sega
Price: £39.99
Battlezone for the nineties as you trundle around a fast-moving landscape, blasting an impressively wide range of enemies over loads and loads of top tank-based combat missions. This game is ideal for anyone who may have ever wished they'd been born a tuna.

MEGA says: Entertaining war sim that's a good deal livelier than you might expect. Different and fun.

94. SPACE HARRIER 2

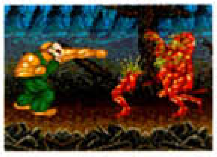
Publisher: Sega
Price: £34.99
Space Harrier was one of the first arcade games to get the hydraulic-chair, oh-my-god-and-hello-Mr-Breakfast treatment. And without this fancy machinery, the game underneath lacks something.

MEGA says: Some lovely scrolling and occasionally some truly excellent scrolling. And lots of shooting.

TO SWAP: *Space Harrier 2* Swap plus £4 – 021 422 4159

95. SPLATTERHOUSE 2

Publisher: Namco (IMPORT)
Price: (see importer)



"Not suitable for children" claims the packaging. This is meant to conjour illicit stirrings of excitement within every red-blooded child in the shop but...

MEGA says: Of course, the game completely fails to live up to its own "negative" hype and instead delivers a boring, repetitive, bog-standard gore-'em-up.

TO SWAP: *Splatterhouse 2* Swap plus £4 – 021 422 4159

96. CADASH

Publisher: Taito (IMPORT)
Price: (see importer)
An RPG platformer with plenty of barbarian-slicing action that's just too easy to finish.

MEGA says: Shame, because otherwise it's really quite good.

97. EVANDER HOLLYFIELD'S "REAL DEAL" BOXING

Publisher: Sega
Price: £49.99
James "Buster Douglas" Boxing was the Mega Drive's first boxing game and it was quite fantastically appalling. BIG sprites but almost zero gameplay, limited challenge and well, a bit of a no-hoper all round really. The news is that Sega's latest contender is hardly any better.

MEGA says: Just as Mike Tyson lurks in jail, we're hoping that a decent boxing game isn't too far around the corner. Evander Holyfield (although not a complete dud) fails to go the distance.

98. SPACE INVADERS '91

Publisher: Sega USA (IMPORT)
Price: (see importer)
Not the same game as the tabby *Super Space Invaders* on the Master System, *Space Invaders '90* is a strange "updating" of the first-ever coin-op shoot-'em-up. It's a lot faster and a lot zappier, with some neat power-ups and tough new baddies, but somehow it just doesn't capture the classy atmosphere of the original. You'd be better off with a Power Base Converter and the Master System version of *Super Space Invaders*, to be honest.

MEGA says: Fun for a while, and the contoured-ground effects are nice, but really you'd need to have a lot of money to burn to think about buying this.

99. HARDBALL

Publisher: Ballistic
Price: £39.99
Baseball from Ballistic.

MEGA says: It's another baseball game, but it's not as good as *Sports Talk Baseball*. And one baseball game should be enough for anyone really, don't you think? And it's not going to be this one – if that's not labouring the point.

100. RAMBO 3

Publisher: Sega
Price: £34.99
Lots of view-from-above, brain-dead blasting (what did you expect), but not a lot more.

MEGA says: Sort of like *Gauntlet* meets, er, *Rambo*. Only more violent, and less complicated.

TO SWAP: *Rambo 3* 0367 53194

FOR SALE: *Rambo 3* £10 – 061 308 4191

NEXT MONTH

All the games that never made it to the Top 100 in all their mediocre "glory", PLUS the start of a brand new series of features in which we reveal the good, bad and ugly titles in each game genre.

TOP100 RATINGS

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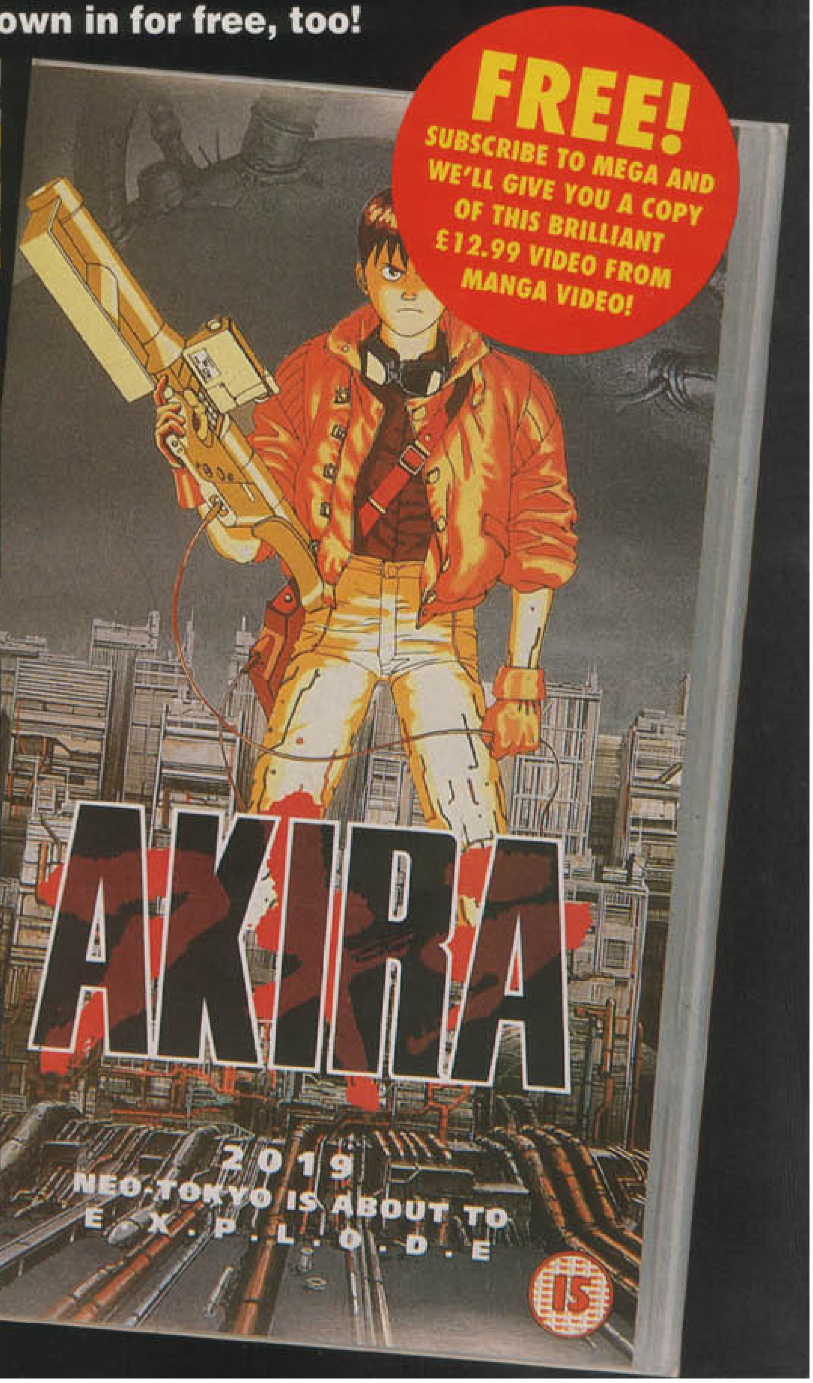

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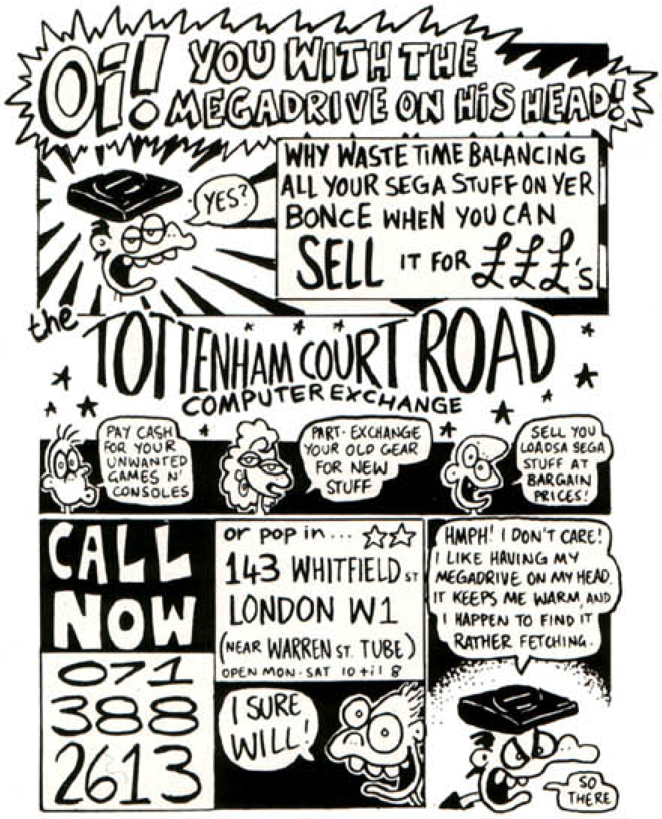
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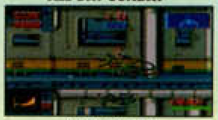

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MEGA MOUTH

This is the letters page and I'm Neil West. I'm terribly interesting and also terribly clever. That's why I take control of the letters page each month. (Hang on, I wrote this – Andy.) Oh pants, get him off

DEADLY MOVES AND *STREET FIGHTER* TOO

Dear MEGA,
Congratulations on a brilliant first issue, keep up the good work. I'll definitely be buying your mag on a regular basis.

***Street Fighter II* on the Super NES. But will it ever appear on the MD?**

Please can you give me any information on *Deadly Moves* as it is branded as Sega's answer to Nintendo's *Street Fighter II*. Also, is *Street Fighter II* coming out on the Mega Drive, as several magazines are saying that it will be out some time early next year? Looking forward to issue two and your reply.
Colin Mitchell, Bexhill On Sea

Dear Colin,
Everybody's been asking about this. So if you want some info, go and look at our reply to Leigh Chandler's letter (STAR'S IN THEIR EYES), in which we tell him everything we know.

SHOOT-'EM-DOWNS

Dear MEGA,
Why do magazines always give shoot-'em-ups a bad name and a low percentage mark in their reviews?
Matthew Kirby, Stockport

***Hellfire* – a classic shoot-'em-up. If only the rest were as good as this**

Dear Matthew,
We're not sure that magazines give shoot-'em-ups a raw deal. We certainly won't. But the thing is that so many companies churn out game after bog-standard game that's either too easy, or exactly like every other shoot-'em-up on the market.

So it's only very rarely that an original and challenging blaster comes along (a good example being *Hellfire*). If there ain't enough there, or we've seen it all before, we'll give these games the panning they deserve.

MEGA STAR
A BUS TOO FAR

Dear MEGA,
I am so mad, not at you, but at Virgin and the Sega bus people, because they seem to have never heard of a place called The Wirral. It is a nice little place just near Liverpool and it has a Virgin record store and two Comet stores. It is an active little place with lots going on, but people forget it.

Liverpool has this competition for best gamesplayer in Britain. The buses go all over the place but the nearest that they stop to us is about 50 miles away, which is a bit far for the kids and a bit far if you only get Saturdays off. Please could you ask them what is going on.

I think the mag is very, hope it matures and blossoms. All the best.
S Curran, The Wirral

Dear S,
We too hope the magazine blossoms, but as for maturing, well, the whole team seems to be mentally regressing, if anything, so it'll probably get more and more laughable as the months go by. But onto more important things. We tried to find out about the Sega bus visiting the Wirral but all to no avail. Our advice? Move to Liverpool. As compensation, you get a copy of *Lemmings*. And for the benefit of everyone else out there, remember, if your letter is particularly brilliant, funny or interesting, we'll make it a Mega Star Letter and you too could win a prize. So get writing.

SEGA
SONIC
SEGA

"A return to The Wirral please driver."… "Er, sorry son, no can do"

TAZ VS SONIC

Dear MEGA,
I love your magazine and I am going to buy every issue that comes out, but my trouble is that I am not very good at choosing games and I was wondering if you could give me any help.

I like a game with some action and cuteness in it and I have already bought *Wonder Boy* and *Krusty's Super Fun House*. I wasn't as pleased as I could have been with the games, so could you give me any advice.

My favourite characters are the Tazmanian Devil and Sonic The Hedgehog. I have neither of these games but have played both of them.
Robert Burrows
Bretton, Barnsley

Taz* – slightly harder, we think you'll find, than *Sonic The Hedgehog

Dear Robert,
Basically, if you want to take the guesswork out of buying games, always buy MEGA and we'll try to be as accurate as possible with our reviews.

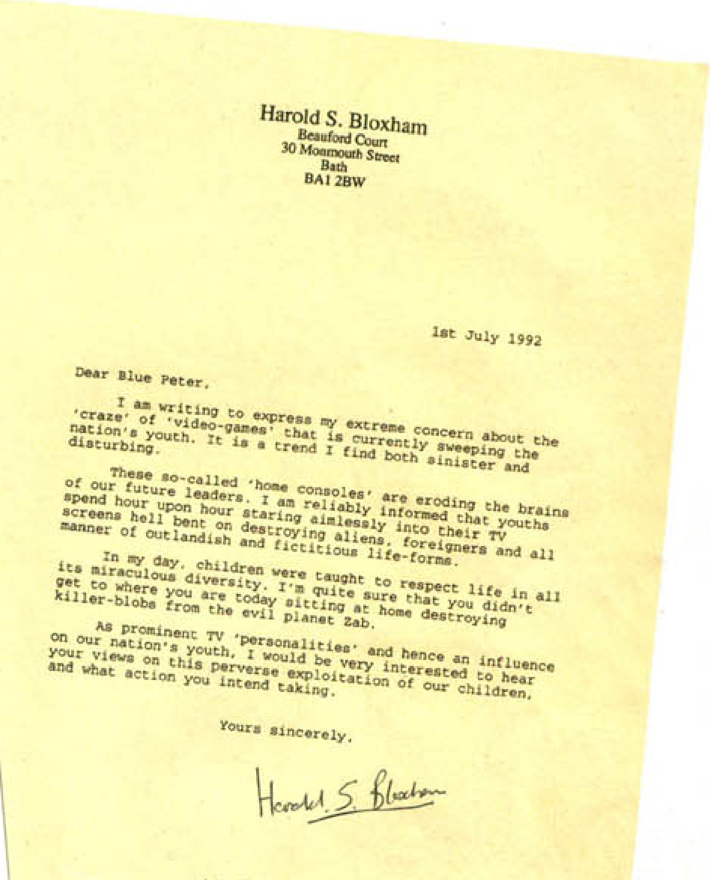
As for the two games you mentioned, *Sonic The Hedgehog* is indeed a fab game, but to be honest it is a bit on the easy side. If you're a fairly competent gamesplayer, it might be better to go for *Taz-Mania*, which is harder, but also a great game. *Quackshot* and *The New Zealand Story* also should be right up your street. Check them out in MEGA's TOP 100 listing, which starts on page 82.

THE CURIOUS LETTERS OF HAROLD S BLOXHAM

Yes, he's still at it. That deranged old ex-colonel Harold S Bloxham has been hassling the stars in his quest to wipe out the Beelzebubbian disease that is video gaming.

Sadly we feel that he is doomed to failure. After completely failing to get the support of Claire Rayner last month, it would appear that those clean living people at Blue Peter are also not at home with the outlandish theories suggested by this deluded old crusty. Never mind Harold (you sad, mad old fool) perhaps next month you'll hit upon a celebrity who is as monumentally twisted as you are.

Love Diane-Louise Jordan x
Yvette Fielding
BBC TELEVISION
Blue Peter



Harold S. Bloxham
Beauford Court
30 Monmouth Street
Bath
BA1 2BW

1st July 1992

Dear Blue Peter,

I am writing to express my extreme concern about the 'craze' of 'video-games' that is currently sweeping the nation's youth. It is a trend I find both sinister and disturbing.

These so-called 'home consoles' are eroding the brains of our future leaders. I am reliably informed that youths spend hour upon hour staring aimlessly into their TV screens hell bent on destroying aliens, foreigners and all manner of outlandish and fictitious life-forms.

In my day, children were taught to respect life in all its miraculous diversity. I'm quite sure that you didn't get to where you are today sitting at home destroying killer-blobs from the evil planet Zab.

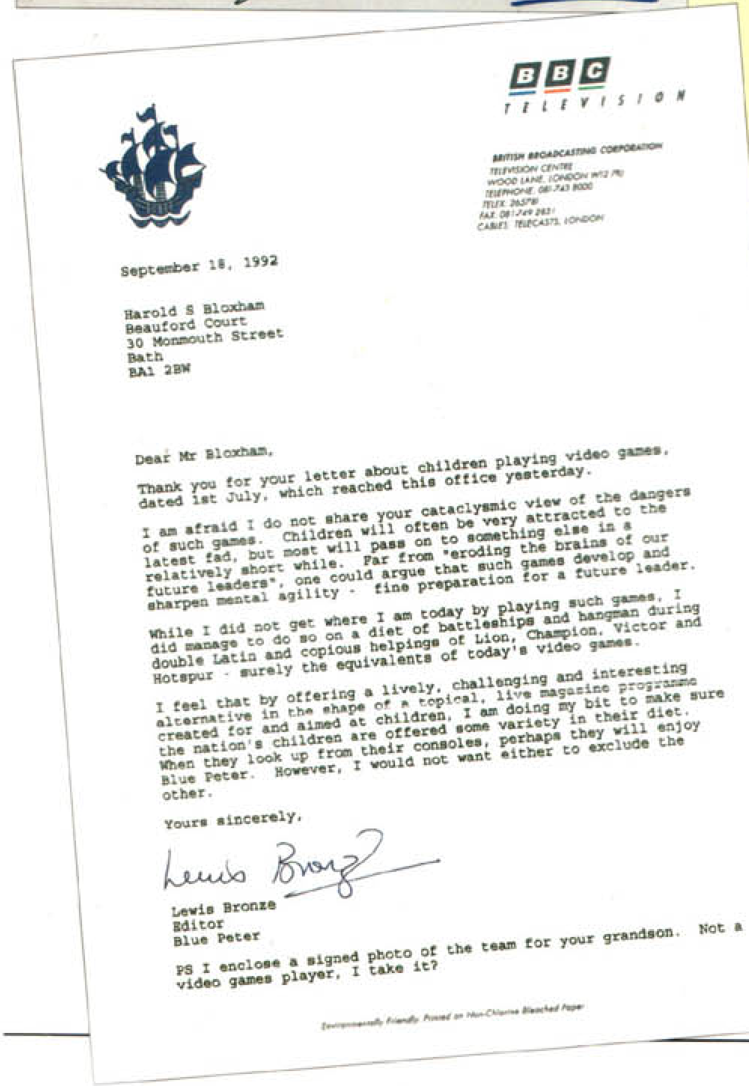
As prominent TV 'personalities' and hence an influence on our nation's youth, I would be very interested to hear your views on this perverse exploitation of our children, and what action you intend taking.

Yours sincerely,

Harold S. Bloxham

Mr. Harold Bloxham (Retired)

P.S. Any chance of



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Harold S Bloxham
Beauford Court
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Dear Mr Bloxham,

Thank you for your letter about children playing video games, dated 1st July, which reached this office yesterday.

I am afraid I do not share your cataclysmic view of the dangers of such games. Children will often be very attracted to the latest fad, but most will pass on to something else in a relatively short while. Far from "eroding the brains of our future leaders", one could argue that such games develop and sharpen mental agility - fine preparation for a future leader.

While I did not get where I am today by playing such games, I did manage to do so on a diet of battleships and hangman during double Latin and copious helpings of Lion, Champion, Victor and Hotspur - surely the equivalents of today's video games.

I feel that by offering a lively, challenging and interesting alternative in the shape of a topical, live magazine programme created for and aimed at children, I am doing my bit to make sure the nation's children are offered some variety in their diet. When they look up from their consoles, perhaps they will enjoy Blue Peter. However, I would not want either to exclude the other.

Yours sincerely,

Lewis Bronze

Lewis Bronze
Editor
Blue Peter

PS I enclose a signed photo of the team for your grandson. Not a video games player, I take it?

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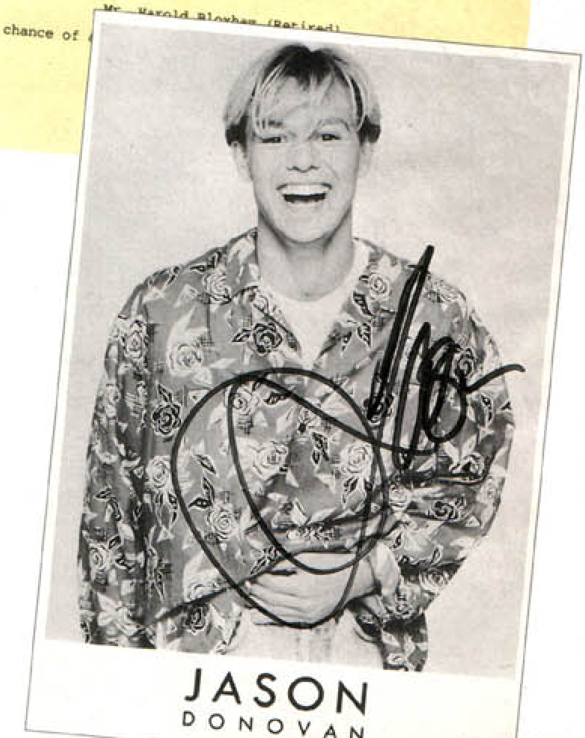


Poor old Harold. The only thing he got out of Jason Donovan was a signature and a rather sickly display of ivory dental work

Turn over

LETTERS

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

He's back, and he's more dangerous than ever. Floyd, our resident stunt Mega Drive has been rather busy recently. Only last week he set fire to himself, leapt from a radio antenna and landed in a bucket full of boiling oil. He escaped largely unharmed, although he informs us that he has since been unable to run a copy of *Altered Beast* with any degree of success (still, no great loss).

This month, he's performing a motorcycle stunt – not bad for an inanimate machine with no limbs, we have to admit. If you own a stunt Mega Drive, send in a photo of it doing something ludicrous and we'll send you a prize (but only if it gets printed). Entries should come to: Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, BA1 2BW

Like a bat out of hell, our fearless stunt Mega Drive hits the road

SHINING QUESTIONS

Dear Sirs,

This is a "Thank You" letter. At last I can read a mag which is dedicated to my machine and which has more than a smattering of "grown-up" content. How refreshing to have realistic reviews (and so well presented), which do not have astronomical percentage marks. And (by Jove) there's even an interview. You asked if you should have more adventuring content. YES PLEASE!

The fab, *Shining In The Darkness*. The sequel is coming soon...

The Mega Drive has great adventure games on it already (*Shining In The Darkness* is a very good example) and has vast potential for even better to come. My main interest is adventure gaming and that is why I personally bought my Mega Drive. Question: Any news on when *Shining Force* will be released in the UK?

David Austin, Newcastle

Dear David,

Um, er, well what can we say? Thanks! We'll be covering all the new Mega Drive releases, so as soon as we receive news of any new adventure games, you can be sure you'll see them in the mag.

Oh, and as far as we know at the moment, *Shining Force* is due for release here in January, but we'll let you know more a bit nearer the time.

THEY SEEK IT HERE, THEY SEEK IT THERE. WHERE'S THE BLOODY MEGA CD?

Dear Sir,

Over the last year and more, I've been waiting for the Mega CD to be released. Now, I have heard from two other magazines by phone that its release has been put back until early 1993. Is this true?

MEGA CD
SEGA

The Mega CD. It's been a long time coming. Will it be worth the wait?

If it is, then I feel that all of us who have been patiently waiting for its release have been cheated and forgotten about. Surely Sega are only harming themselves by not releasing it, because this will only let Nintendo have a bigger share of the market. And with their CD Rom looming close by, Sega need to act quickly or they will lose out.

Will all the PC games which are being converted to the Mega CD remain of the same graphical standard even though the amount of colours on screen will be dramatically reduced from 256 on the PCs to 64 on the Mega CD.

G Hedley, Swansea

PS. The magazine is great.

Dear G,

Ah, the unending saga of the Mega CD. All we know is that we don't know. It was, at the last count, supposed to be released towards the end of this year.

We agree that it's annoying to have to wait, but at the same time, having seen the poor quality of the Japanese titles, we would rather wait for some decent software to be developed, than have it now and not be able to enjoy its full potential.

If Sega leave it any later than early '93 then yes, it could be damaging. Hopefully that won't happen because we're sure that Sega are fully aware of Nintendo's beast, and that it's due out in mid to late '93.

As for your question about CD graphics, well, yes the amount of colours on screen at once will be reduced, but there's still a whole wealth of excellent PC stuff that simply doesn't need any more than 64 colours.

STARS IN THEIR EYES

Dear MEGA,

I would firstly like to congratulate you on a terrific magazine – one that really knows what it's on about, unlike many other Sega magazines I could mention. Anyway enough of the praise, I have a few questions for you.

1. I have heard much about the Mega CD and I would like to know what is the real story on this machine, and when it will be commercially available in the UK.

2. I would like to know if you will be covering more imported games and new releases from America and Japan.

3. *Street Fighter 2* is out on the SNES and I must admit it is very good, (please don't slag it off as this would be childish and I don't want to have that opinion of your mag looming in my mind) and I was wondering if it will be made available on the MD or Mega CD in the near future. Also, will they make a joypad with more buttons to suit?

4. I thought your idea about Kryten playing MD games was, well "novel and interesting", and I would like to know if you have any really big famous people in the pipeline. I'm not saying Robert Llewellyn isn't a big star but someone more "mainstream".

Anyway enough of the interrogation and thanks for listening, keep up the good work.

Leigh Chandler, East London

Dear Leigh,

1. Take a glance at the letter headed THEY SEEK IT HERE for news of the Mega CD.

2. We'll do as much as we can on imported games, but we'll also be concentrating on covering every official release. We'll cram in as much as we can.

3. Well, it's possible that it's being worked on in secret, but no-one's heard anything, so it looks like there won't be a Mega Drive version of *Street Fighter II*. But never mind. There will be a couple of worthwhile alternatives like the much awaited *Streets of Rage 2* or *Deadly Moves* (apparently a *Street fighter II* clone).

4. As you can see this month, we're doing Dominik Diamond, but as for future issues, well we'll just have to wait and see who we can get. One thing's for sure though, they'll get bigger and bigger until eventually who knows? We may even end up playing *Streets of Rage II* with God (then again, perhaps not).

MEGA MORONS

Dear MEGA,

We'll give you: 45 billion in cash, 2 Ferrari F40s, a Lamborghini Diablo, a Porsche 959, a Sega CD, a Wondermega, a little Sonic that sticks up in your car window, a Gigadrive...

(A NOTE FROM THE EDITOR: This letter rambled on and on like this for bloody ages, so we'll just skip to the end, shall we?)

... four tickets to the movie première of ET and 60 Pepsi cans (empty) if you give us *Quackshot starring Donald Duck.*

Mario and Luigi (alias Michael and Edward Parsons)
Manchester

PS. If you don't send us *Quackshot*, we'll send you as guest hosts on Rainbow demonstrating Game Boys.

Dear Moronic ones,

You are indeed frighteningly mundane. It must have taken you, oooh, seconds to become that humourous. The penalty for this crime of comedy is a prize. Is it a game? No. Is it a T-shirt and badge? No. It is, in fact, a balaclava helmet. Now go away.

BEST BRIBE

BRIBERY SCMIBERY

Dear all at MEGA,

While reading my copy of MEGA (probably the best magazine in the world) I spotted in a dark corner of the contents page a competition (best bribe). After mulling over this problem for a while (half of the 10 o'clock news air time), then WHAM, I suddenly realised what would really hurt you. Like a bolt out of the sky it hit me. If I don't win, you can forget the idea of me ever buying another copy of your magazine.

Philip Bridges, London

PS. The cheques in the post (blank of course).

Dear Philip,

Much as we'd hate to lose a beloved reader like yourself, we feel the need to point out that threats like "I'll never buy your mag again" only lead us to the conclusion that you Sir, may well be a git.

The choice is yours. Either buy the mag and remain an intelligent and respected human being, or don't buy the mag and be exiled to Gitsville for the rest of your life.

PS. The cart's in the post

BLADE BUMMER

Dear Neil,

I've just bought MEGA magazine – congrats, it looks like you've just come up with the read all us Mega Drive freaks need (even, at 28, relatively OAP computer game freaks like me!)

I was interested in the *NHLPA Hockey* review. But listen, there's just one piece of editorial judgement I just cannot, cannot understand, right (and this goes for Sega Power mag too). Why is *EA Hockey* SO superior to *Mario Lemieux Hockey* (so slagged) when it's a great game. Does this make me totally insane, crazy or just plain do-lally!

***Mario Lemieux Hockey* – feature-packed, but sadly lacking gameplay**

YOU TALK, WE LISTEN

Thanks to everyone who returned their questionnaires from issue one. Here are some of the more amusing replies we got:

How many people read your copy of MEGA (including yourself)?

"One, plus the cat."

"No bloody one. They can buy their own."

If you could change anything about MEGA, what would it be?

"More reviews, tips and naked women."

Which other console mags do you read?

"None. I've looked through them in the shops but never bought any – all crap."

If you could change anything about MEGA, what would it be?

"More room on your questionnaires."

"Paper quality. Have Andrex got anything to do with it?"

What are your three favourite TV programmes?

"All TV on BBC1 and BBC2 is crap. That's why I've got a Mega Drive."

On a more serious note, many of the suggestions that were made will be implemented over the coming months. This is your mag as much as ours, so write in with any ideas you have, and that way, MEGA will just get better and better.

No, I'm just mad at you lot for backing the EA format so much. Listen, I bought *ML Hockey*, played with the great variety of options (more than EA), and eventually found my way into the Exhibition game demo and started my own league! Yes, 240 matches, home and away, and my team (on the one-player mode) St Louis (because, like my football team Wimbledon, they play in blue) is currently fourth (New York are top). The computer plays the rest of the games for me and some of these are quite eventful, and memorable too.

Inspired, and egged on by Sega Power's superior review of *EA* compared to *ML*, I bought *EA* and found all the speed, neat gameplay and options weaker. Fewer stats, no names of team players, and the gameplay (when interrupted) slips horrible to a halt.

EA Hockey is without doubt *the* best ice hockey game on the market

I could go on but I won't (OK, *ML*'s sound effects could be better, but anyway...) Just to say, like the soap powder ads, can I swap my hardly used *EA* cart for any spare *ML* carts you have hanging around? My *ML Hockey* cart will be worn out very, very soon.

NHLPA does appear to be an improvement on EA, but I (maybe the only man in the world) would rather have *ML*'s format. Please lock me in the loony bin with *ML Hockey* if you're ever visiting Tonbridge. I (and Mr Lemieux) DEMAND a reply.

David Challnor, Tonbridge

PS. As I'm a journalist, can I have a job please? I'm serious.

Dear David,

Well, I too think *ML Hockey* doesn't quite deserve the slagging it gets, but I must admit that it is by far the inferior of the two. OK so *ML* may have more features, but at the end of the day it's playability that counts and I reckon on this score *EA Hockey* wins hands down. So it looks like you are, indeed, completely and utterly mad.

Oh and about the job, we'd like to be able to arrange an interview with you, but frankly, we can't be bothered. Ha! No seriously, we already have all the quality staff we need, thank you.

SPEED FREAK

Dear Mega,

I have heard a rumour that the Mega Drive runs faster than the SNES. If this is true how come the SNES is supposedly the better machine. Could you please straighten this out for me?

A Jones, Edinburgh

Dear A,

Yes it's true, the Mega Drive can run the 100 metres in 12.10 seconds and the SNES does it in 13.54. Seriously though, the Mega Drive does have a faster processor than the SNES, but the SNES produces more colours etc, because it has extra chip that the Mega Drive hasn't. So there you go.

BIG BEEFY BLOKES (AND WOMEN)

Dear Mega,

My two favourite programmes are American Gladiators and WWF Wrestling and I also like the *WWF Wrestlefest* coin-op. Can you tell me what *American Gladiators* and *WWF Wrestling* will be like and if you know of a *Wrestlefest* game?

Martin Woods, Liverpool

Dear Martin,

Some good news and some bad news. *American Gladiators* is still in the early stages, but includes all the games on the show and should be a right laugh. *WWF Wrestlemania* will be released on the Mega Drive soon and it's a copy of the SNES game which although limited was great to play. The WWF coin-op, though, doesn't show any signs of being in the making as yet. But, if we find out anything, we'll let you know.

SUPER SMASHING LOVELY MONACO

Dear MEGA,

Being new to the Mega Drive scene, I've a little problem that I hope you'll be able to help me with. I've read the reviews on *Super Monaco GP 2*, saying that it's a slight improvement on the first and all that, but what was the first one like? I want to buy *SMGP2*, but not if the first one was crap.

Gary Chalmers, Newport

Dear Gary,

If only all problems in life were this simple. *SMGP* was (and still is a brilliant) game. *SMGP2* is an updated version, but it does have three extra tracks, improved graphics and more importantly, a battery back-up. If you've got the money, then buy *SMGP2*, it's well worth it.

WRITE TO US

That's right, we want to hear from you. Send all your letters (unless they're crap) to:

MEGA MOUTH
30 Monmouth Street
Bath
BA1 2BW

PHONE FROLICS

MEGA HOT LINE
MEGA HOT LINE
MEGA HOT LINE
MEGA HOT LINE

Well, we did it. On a rainy Thursday evening, we all sat in our office until 9pm, ate far too much pizza, drank huge amounts of wine and beer and ended up slurring down the phone to all those readers who rang up for a chat.

If you decided not to bother, it all went something like this...

What do you think of MEGA compared to other Mega Drive mags?

"It's better, more adult. The language used is more grown-up, which is what we desperately needed."

How can we improve the mag?

"Put full solutions in the tips."

"It would be good to see reviews of older games, especially for people like me, who have only had a Mega Drive for a short time. There must be loads of good games that simply aren't talked about any more."

"Get rid of the charts."

Name one thing that you think should be taken out of the mag.

"Photographs of the team. You're a pretty ugly bunch of b******s aren't you?"

(Cue silent indignation, followed by hysterical drunken laughter. By this point we'd all had a beer too many and didn't really give two hoots.)

See, it's fun. So, if you want to talk to us (we're really funny, zany, whacky guys. Honest.), we'll be doing it again on Thursday 22 October. So for more details, look for the phone logo on page 9. Hurrah!

CONSEQUENCES

Oh dear, it's official. You lot are just as pitiful as the MEGA team. Thomas Cantlie of Surrey came up with the outrageous twaddle below, but what's more outrageous is that he actually gets a prize for doing it. Still, you'll have to try even harder next month – the crap we received this month was bad enough, but we're sure your efforts can get more contrived yet!

If you don't do any better, not only will you pass up the chance to win a prize, you'll also again prove yourselves to be tedious folk, with no sense of fun whatsoever. Bitter and twisted? Us? Hrmph!

A loud knocking on the front door heralded the arrival of Neil's long lost Aunt from Morocco and her mysterious elephant-shaped package. The moment as she entered the living room bearing her strange gift Paul's legs immediately began vibrating in a violent and really quite alarming fashion.

"OH MY GOD," he cried, "here go my hydraulic inserts again." And with that he flew from the room at approximately 32 miles per hour leaving a cloud of dust and a large smouldering furrow in the carpet behind him.

"Oh dear," said Neil's Aunt sheepishly, "I fear that's my fault." And by way of an explanation she hastily unwrapped the package to reveal a massive electromagnet.

"As I've gradually been getting nearer Britain, the influence of my elephantine magnet has no doubt been affecting Paul's leg devices," she explained.

Andy looked puzzled.

"Why a magnet though, what on earth do we need such a thing for?"

"Aha," said the Aunt triumphantly, "for the great tomato picking session of course."

"Oh dear," Neil thought to himself, "she's finally gone bats-arse."

Then, to make things worse, something even stranger happened. A squat, red-faced, and rather haggard-looking postman entered the room and announced that he had, in his possession, a small punnet of strawberries, that he was supposed to deliver to a lighthouse just off Portland Bill. Unfortunately, there had been a bit of a mix-up and the lighthouse keeper had given him this as a forwarding address. This was strange enough in itself, but the most spooky thing of all was that it wasn't even strawberry season.

How will Neil's Aunt pick tomatoes with a magnet?

How far will Paul travel before his legs behave normally again?

And, where on earth did a lighthouse keeper get such delightfully scrumptious strawberries at that time of year?

Dunno! Perhaps YOU could tell us...

Just jot down the next rambling chapter of this ridiculous epic on a piece of paper and send it to us at the following address: MEGA CONSEQUENCES, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Remember, this story is painful enough as it is, so try to keep your prose to around 200 words long. If you're lucky enough to get your words printed, we'll send you a prize. And that's probably more than you deserve.

WIN £1,00 OF SCALEX

LOTUS
HONDA
Mobil 1
Canon
Tactel
elf
GOODYEAR

Ⓠ What zooms around the carpet and scares the crap out of your cat?
Ⓐ A mouse with an Uzi, or *this!*

So let's pretend we're boys again and fight over who's going to be Nigel Mansell. *Vroooooooom!*

This is such a MEGA prize we feel it only correct that we should make the compo as difficult as possible. We're going to think of a number between 1 and 100,000 and you must tell us what it is... (Don't be bloody silly – Neil). OK then, let's try this for size:

① If a million scalextric sets were assembled end to end, they would extend from London to another famous world capital city. What we want to know is how many beans make five?
a) Not a clue
b) Er, is it twelve?
c) Five, presumably

② Neil's favourite record is currently?
a) Heartbreak Hotel by Elvis Presley
b) Oh Carol by Neil Sedaka
c) A L'il Ol' Wine Drinker Me by Dean Martin

③ Those weeny little Scalextric cars are scaled-down versions of real ones. But what is the scale?
a) 1:24 b) 1:32 c) 1:35

Entries on a postcard by 30 November, 1992, to the: **Andy's naffed off with Dean Martin Compo, MEGA, Lazahold, PO Box 10, Sunderland, SR4 6SN.** Also write your name, age and address on the postcard and "NO" if you don't wish to receive direct mail from selected companies.

O

TRIC

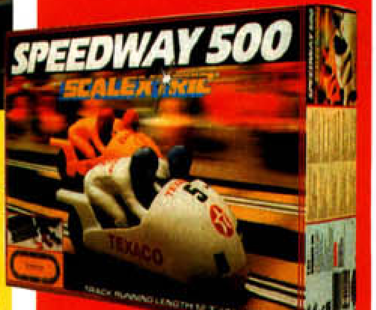
HONDA
Canon
Turbo RENAULT

RUNNER-UP PRIZES

10 Runner-Up prizes to be won

Well, normally in competitions the runners-up get some cacky little token gesture of a prize. Not so with MEGA. To the ten lucky runners-up, a Scalextric speedway set will be given, and to keep in line with the motor-cycling theme, a copy of EA's *Road Rash* will be thrown in. So not only will you be able to play this superb Mega Drive game, but when your eyes get sore from looking at the screen, you can have a bash at miniature carpet-based racing too. A more generous offer we can't imagine, so get filling in those blank postcards!

High-speed motor-cycle violence courtesy of Electronic Arts. We've got ten copies of the brilliant *Road Rash* to give away



And, runners-up also get a Scalextric speedway set

THE RULES

Members of the Mega team would like to enter this compo themselves, but there are certain rules that have to be obeyed. And by jingo, here they are:

1) No one from Future Publishing, Hornby or Electronic Arts is allowed to enter. (Oh, or anyone from Midland Bank because they sent a particularly venomous letter to a MEGA member recen... (Er, Midland Bank folk are actually quite welcome – Neil).

2) The Editor's decision is final (and usually quite horrendously wrong, but there you go).

3) Entries must be received by November 30 1992 by the latest. Chop, chop!

CART ATTACK!

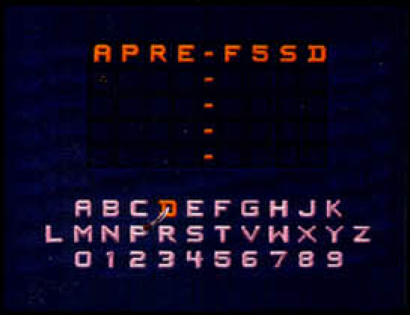
Game Genie is the business when it comes to cheating. It'll tear your games wide open in seconds, and we've got 25 to give away

WIN!
one of 25 Game Genies
GAME GENIE
16-BIT
MEGA DRI

Andy Dyer once had a strange encounter with what he thought was a genie. It wasn't, of course. In the end it turned out to be a cloud. Strange

Hornby Hobbies has donated 25 of these little beauties for us to give away.

Basically, the Game Genie is a cartridge that plugs into your Mega Drive, then you plug the game you want to play into it. The Genie comes with a pretty meaty book containing a variety of codes for more than 70 games, and all you do is enter the codes you want to use and you're away.



```
APRE-F55D

ABCDEFGHJK
LMNPRSTVWXYZ
0123456789
```

Enter a code on the intro screen, and voila!

But what do these codes do? The answer is almost anything, really. From something as simple as infinite lives, time, or energy to more bizarre things like making enemies move faster, giving you extra high jumps or multiplying points scored in the game. Some of the effects that you can achieve have to be seen to be believed. And if the code you want isn't in the book, you can either wait until Hornby release extra codes via the press (we'll be featuring codes in MEGA in the near future) or try working out your own. By a method of adjusting existing codes you can even come up with new ones.

Right, so all you need to do to win one of these remarkable gadgets is send us in a tip, cheat, complete solution, whatever. The most ingenious, surprising or brilliant ones will receive a shiny new Genie in the post. Send your stuff to: What do tips mean? PRIZES!, MEGA, 30 Monmouth Street, Bath, BA1 2BW.

All entries must be received by 30 October (yes, October!) 1992.

PURCHASE

If you didn't take advantage of the money-saving bargains in last month's issue of MEGA, here's another chance. Go on, treat yourself – you'll be glad you did

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DATEL Electronics
PRO
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Code MEGSPE **Price £35.99**

SONIC THE HEDGEHOG
16-BIT CARTRIDGE
SEGA

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You don't want to go leaving your valuable carts exposed to the slings and arrows of outrageous cups of boiling-hot coffee, do you? Store them where you know they'll be safe. Holds eight: bound to impress. A major advance in cart safety. Guaranteed not tested on animals. Well, OK: not much.

Code MEGSE5 **Price £9.99**

MEGA BINDER

When you subscribe to MEGA and get your free Akira video – see page 90 for full details – you're going to need somewhere to keep all those copies neat and, furthermore, tidy. We've got just the item. Buy it. Note: your MEGA binder also doubles as a handy big fat juicy spider swatter.

Code MEGBIN/2 **Price £5.99/£11.00**

LOOK OUT! IT'S THE ORDER FORM. OH GO ON THEN: RUSH ME...

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O Box 2, Ellesmere Port,
uth Wirral,
3EA

SHUT DOWN

Here we go again. It's Shut Down, the part of the magazine in which we feebly try to predict what we'll be able to bring you next month

We may sound as if we know what we're on about, indeed, you may even think by our tone that our word is practically law, but don't believe a word of it.

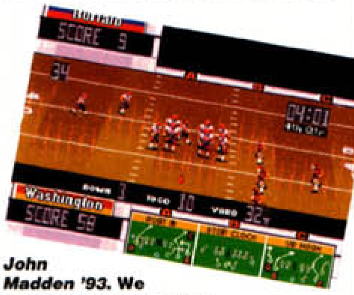
No, all the items on this page, with the exception of the compo and the quiz answers, are about as certain as the future of a bloke in the driving seat of a car that is teetering on the edge of a precipice with nothing to aid his escape but a small length of twine and a tea strainer.

REVIEWED: *JAMES BOND – THE DUEL*

There's good news for all you Bondophiles (made up word, sorry). We'll be reviewing the hell out of *James Bond – The Duel* in the very next issue of MEGA.

Will James Bond 007 ever be able to remove Grace Jones from his face?

REVIEWED: *JOHN MADDEN FOOTBALL '93*



***John Madden '93.* We review it in issue three**

On last month's Shut Down page we promised the *Madden '93* review this month. However, that was then, this is now, and due to circumstances beyond our control, we couldn't deliver.

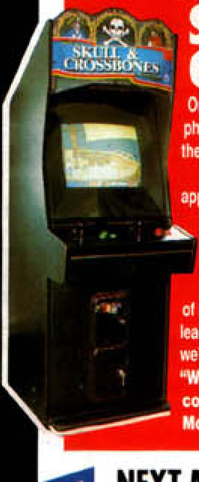
But, bear with us, for next month we will absolutely, definitely, 100% guaranteed, be reviewing *Madden '93*. Honest. Trust us, we're journalists!

REVIEWED: *BATMAN RETURNS*

In next month's MEGA, not only will we not be interviewing Michael Keaton but we will not be bringing you explicit details of Michelle Pfeiffers love life either. No, but we *will* be able to bring you the review of *Batman Returns* on the Mega Drive. Happy?

THE MEGA TV STARDOM COMPETITION...

WIN! with Domark



On the second month of MEGA, my true love gave to me, a coin-op and... er, signed photos of Saint (that's Ian St John) and Greavsie (that's Jimmy Greaves). Yes, we know they're a bit crap, but remember, you win the coin-op too!

This is the score: we want you to get yourself into a situation in which you appear (albeit briefly) on television, holding a copy of MEGA. Then, when the programme is shown, video it and send us the tape – you should tape enough of the programme to ensure that we know it hasn't been faked.

The winner will be the first person to send us a video tape of a programme on which a copy of MEGA is clearly visible. However, if your efforts lead to dodgy deals and trouble with the peelers, then we'll just deny everything. Send this month's entries to: **"Well tweak my lobes, I've only gone and got my copy of MEGA on TV" Compo, MEGA, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

NEXT MONTH: THE HISTORY OF SEGA

Yes, we'll be bringing you a mammoth feature on this ludicrously big Japanese company. So, if you want to seriously nark people off with your enviable knowledge of the gaming industry, stick with us

TIPS

Oh lord, we'll have far more tips than we can outline here. Why don't you just make sure you come back next month, and prepare to have your socks blown off?

WHOA! HOLD ONTO YOUR STRIDES IT'S... THE As ON THE BACK PAGE

If you haven't already done so, quickly avert your eyes and look at the Qs In The News, which can be found on page 11. Jot down your answers, check 'em against the ones below and see how you did. Any prizes? No. Fame and fortune? Afraid not. Fun and frivolity? Undoubtedly.

1. Dr Maybe
2. Marble Zone
3. *John Madden '92, NHLPA Hockey* and *Sonic The Hedgehog*
4. Ten
5. Yes, it was, but it was never a particularly successful one
6. Robo and Mobo
7. Death Adder
8. Hiryu
9. Helicopter
10. Press Up, Down, Left, Right then A and Start simultaneously while Sonic's waving his finger on the title screen
11. December 1991
12. One hour
13. *Streets Of Rage*. In all the other games you play the part of a child
14. *Double Dragon*. Player one is always allocated Billy, player two gets to play Billy's brother
15. Splash Gordon
16. *Revenge of Shinobi*
17. *After Burner II*
18. *Gynoug*
19. *Strider*
20. *Taz-Mania*

1 – 8 points: If your brain were removed from your skull and placed next to a large turnip, even the world's most noted neuro-surgeons (and indeed, turnip farmers) would have a hard time trying to tell them apart.

9 – 14 points: That's not so bad. Indeed, if your brain were again placed beside a turnip, only a large group of chiropodists would be puzzled as to the difference (but at least they'd know it wasn't a foot).

15 – 17 points: Truly wonderful. Now you could place your brain next to the brain of a renowned Sega expert and those neuro-surgeons wouldn't be able to tell the difference.

18 – 20 points: This is quite remarkable. If Einstein's brain were placed on the left and yours on the right then the neuro-surgeons would say something like, "Well, while that one on the left probably belonged to a renowned physicist and that one on the right is considerably smaller, it must be said that whoever owned it was undoubtedly the most intelligent Sega expert who ever stood upon dry land," probably.

See ya next month.

now this is MEGA...

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** The competition winners are picked every two months. Winners notified by post.*

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MEAN MACHINES 91%

"This Has Got To Be The Best Animated Cart Ever For The Master System."
SEGA POWER 92%

"The Whole Design Of Prince Of Persia is Perfect...And Not Just Graphically, But In The Actual Gameplay Itself."
GAME ZONE 94%

Need We Say More!

DOMARK

MASTERSYSTEM AVAILABLE LATE SEPTEMBER GAME GEAR AVAILABLE LATE OCTOBER

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MEGA

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OUR GOAL IS TO PRESERVE THESE MAGAZINES BY RESTORING AND DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE, WE ALSO CREATE CBZ FILES AS THE ONE YOU ARE LOOKING AT RIGHT NOW, WHICH FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH.
THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE.
THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTIONS TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM, AS WELL AS NINTENDO 64 EXCLUSIVE MAGAZINES.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE.
FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!

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OUT OF PRINT